

# Kamarathin Handbook

Hello and welcome to the Kamarathin Handbook. This document will contain all of the information necessary to document the world of Kamarathin. It will include not only the history, background and current information regarding the continents, nations and peoples of the world, but it will also include all of the information necessary for a GM and players to create the characters they will be playing.

Eventually (and with a lot of luck) this document will be massive and broken down into several 'books' to make reading and organizing much easier. For now it, however, I am keeping it all together in one place. I hope to transfer this over to a PDF to decrease the weight and to commission some art and attempt to improve the layout so that I can actually take this down to the local printer and have it bound.

Until then, it will be a large collection of notes and details that will get fleshed out as I acquire the time and motivation to do so. Each time I update it, I will upload it to my website or some other location for others to enjoy, critique or laugh at as they see fit. Recommendations, suggestions and idea submissions are always welcome. Particularly suggestions on making the document easier to navigate and understand, I am off times unable to see the forest for the trees and I will miss glaring errors and omissions.

## Igard Confederacy

<b>Government:</b>	Senate	<b>Resources:</b>	Foodstuffs, lumber, coal, metals
<b>Capital:</b>	Tongvar	<b>Coinage:</b>	Aureus (gold), Denari (silver), Sesti (bronze), Dupondi (copper)
<b>Languages:</b>	Igardian, Amo, Lucanic, Doric, Sjirt	<b>Religion:</b>	Temple of the Holy Trinity
<b>Allies:</b>	Anstin, Sjirt	<b>Enemies:</b>	Castretmus (Amo Barbarians)

### Overview

The Igard Confederacy is a vibrant, growing nation. Founded on the banks of the Attin River, which now forms the nation's western border, Igard has expanded steadily to the east along the coast of the Gongara Ocean. Its eastern border is the shores of the Todar Ocean. The confederacy claims the west bank of the Attin, but in truth this land is under the rebellious rule of the Amo barbarians. The northwest border of Igard forms the southern border of Sjirt along the Eivind and Kimedila Mountains. The Eibre Mountains form the northeast border.

Igard is not a sovereign nation unto itself, but instead it is a complicated confederacy. Each major town is in charge of its own affairs and maintains a seat within the Senate. Most form into provinces based on racial and/or cultural heritages and thus forms a second layer of political maneuvering. These provinces, though unofficial, have become known by common names.

Western Igard is collectively known as the Borderlands and is occupied by native Igardians and "civilized" clans of Amo. Central Igard is populated almost entirely by Igardians. North central Igard is known as the Brurello Valley and is ruled by Lucani. The eastern coasts are controlled by Doresti, while the Eibre Mountains in the northeast are under the iron fist of the Trisin.

### The Five Provinces

## Borderlands

The Borderlands are the oldest part of Igard and the least civilized. This is a rather strange occurrence when looked at without the benefit of history.

The Igard are descended from the Amo and formed the confederacy on the banks of the Attin River, an area once known as the Castretmus River Valley, so named because of the Amo civilization that was formed there. The Amo did not enjoy the building of permanent structures in their lands (a great taboo) and set forth to destroy the heresy of the Igardian clans. Thus set in motion thousands of years of animosity and outright hatred among many clans.

There are only three major cities in the Borderlands with the rest of the 'villages' being nothing more than hastily built military camps. Lerik, Geiv and Marsten are also the oldest cities in the confederacy and Marsten was the original capital up until the Senate moved their seat to Tongvar.

Lerik is the gateway to the Holy Nation of Sjirt in the northeast and is the first stop for the Sjirtian traders and the last for the Igardian merchants. Marsten has developed into the gateway to the Gongara Ocean for these river traders and has the largest and busiest port in the confederacy. Other than the Sjirtian trade routes, the Borderlands have little in the way of trade goods.

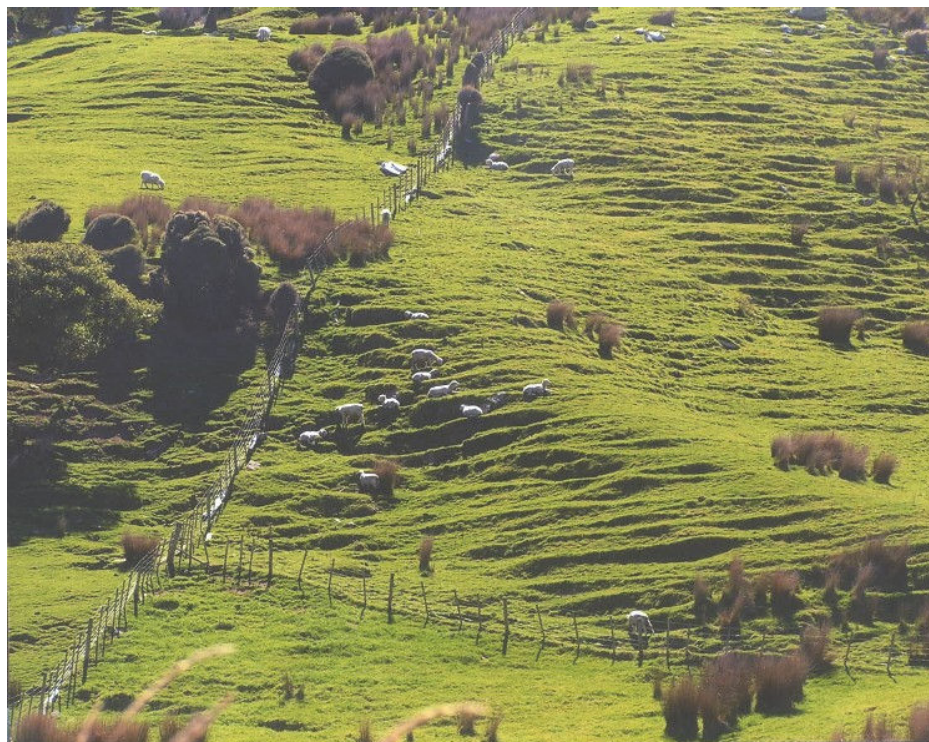
The province is constantly under Amo raids and the majority of the Confederacy's Legions are based here, spread thinly along the western bank of the Attin River.

## Central Province

The Central Province is considered to be the bread basket of the Igardian Empire. Gentle rolling hills and plenty of rainfall insure abundant crops throughout the year except in deep winter further inland.

Many villages and small townships can be found dotted across the countryside but none are of any great size. All of the large cities are located along the coast or Lake Kindrid.

The city of Tongvar has become the Seat of the Senate only within the last one hundred years, but even before this its position at the mouth of the Derl River had made it a popular trade port particularly for the fish from Lake Kindrid and the woodcrafts from the Burello Valley.



9/19/2006



Tongvar is the wealthiest city in Igard with only Marsten (in the Borderlands) and Mainel (on the Eastern Coast) coming close to its monetary wealth.

## Brurello Valley

The Brurello Valley lies to the center-north of the Igard Confederacy. The valley itself is really more of a large indentation that is roughly circular with Lake Antero resting at its center. The north, east and western sides of the valley are rough foothills that climb up into the Eibre and Eivind Mountains.

The valley is heavily forested and occupied almost exclusively by the Lucani. The Lucani tolerate visitors but only in the border town of Riano. This has upset many traders as well as several of the other Consuls in the confederacy.

Consul Irvino is insistent upon this method of interaction as he fears the destruction of their beloved forests should the other Consuls have their way.



Politically speaking the Brurello Valley is an independent entity with only lip service ties to the confederacy. This situation was made more from convenience as Igardians were unwilling to battle the Lucani in their home territory in order to conquer them and the Lucani did not wish to risk damage to their forests in a massive war.

The Brurello Valley is well known for its incredible woodcrafts as well as the amazing properties of the wood from the Vilfrora trees that grow nowhere else in Igard.

Riano is the only city (in the traditional sense) that exists within the Valley and it is located at its far southern border along the banks of the Derl River. The river provides a steady flow of merchant traffic to and from the Lucani city.



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The Lucani Legion is considered to be light infantry on the books, but in reality the Centuries are rarely deployed together and are distributed among the other provinces Legions during times of war and utilized as scouts and long range patrols. The Lucani are specialists in wilderness ambush and, as can be imagined, are exceptional woodsmen.

## Eibre Mountains

The Eibre Mountains are a rough and inhospitable territory. The terrain is steep and rocky and not suited to any form of agriculture. The Trisin people that occupy the region are hardy mountain folk who make their living through mining, lumber and small scale herding of goats.

Small family based villages can be found clinging to the lower foothills and there are even two townships that act as trade centers for this province, otherwise the mountain heights are generally unexplored and wild, filled with beastmen and even more deadly monsters.



The Trisin are a hard people used to struggling against the vagrancies of the mountain and the predations of horrific creatures. This harsh life has engendered a rigid social structure that relegates citizens and civilians as nothing more than serfs.

Steadfast members of the confederacy, the Mountain Province has long been friendly to the Senate and, despite their Patricians independent natures, have always sided with decisions that keep the confederacy together which has put Consul Derijn at odds with the fractious and independent Doresti Consul; Artimet.

## Eastern Coast

Settled along the Todar Ocean, the eastern coast is a mix of flat plains and sharp hills. Few woodlands exist among the low scrub and grasses. This has caused the resident Doresti villages to import nearly all of their lumber from the Brurello Valley and Central Province, or the city of Elena.

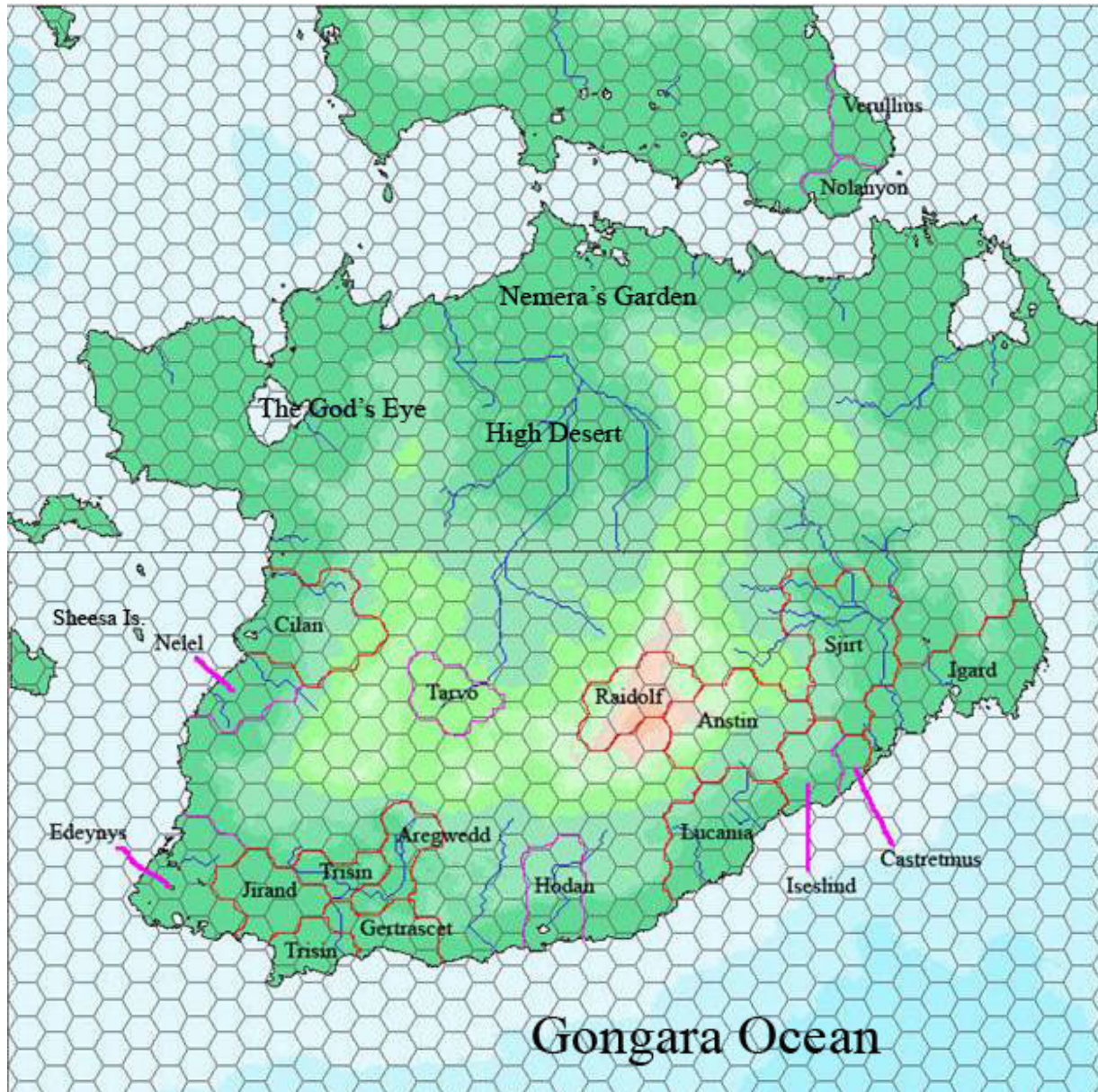
The third richest city within the confederacy, Mainel, lies at the extreme eastern point of this province and is the gateway to the lands across the Todar Sea. At any given time her ports host myriad peoples of all shapes and colors and the calls of foreign merchants can be heard through her streets.

The Doresti had long settled this land and there is an undercurrent of rebellion among her peoples. The people here are fiercely independent and do not shy from confrontation. The unrest has its origins in the way that they were conquered. The Doresti believe that the leaders of a nation must earn the right through ritual combat and though their own nobles are elected in this fashion, the rest of the confederacy doesn't. The Doresti see this as a weakness and chaff at the thought of being ruled by these weaklings.



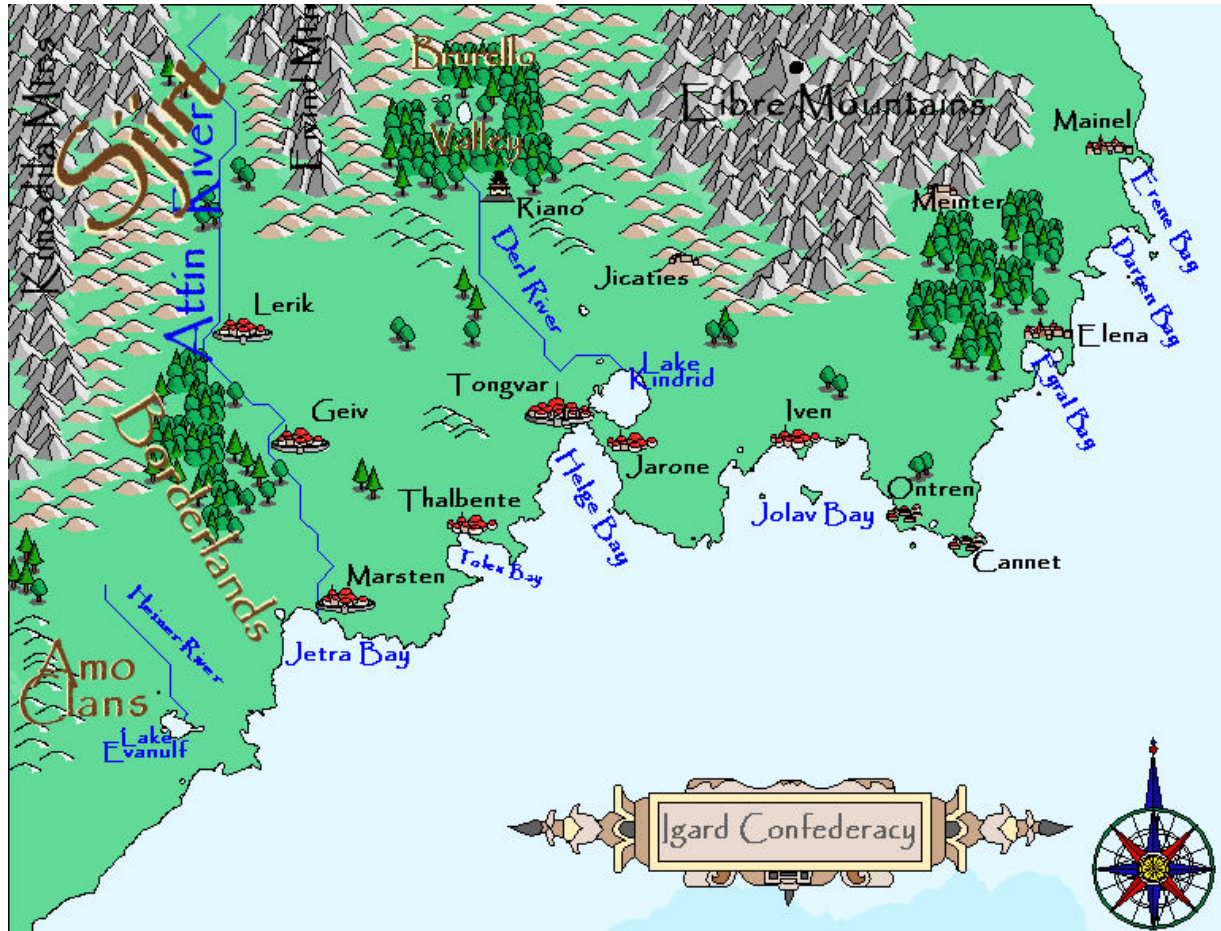


**Political Map of Aleron:** Showing the Igard Confederacy in relation to the other nations of Aleron.



Red outlines indicate established nations.  
 Purple lines/outlines indicate failed nations.  
 Scale: 1 hex = 100 miles

**Political Map of Igard:** Showing the Igard Confederacy and its immediate environs.



# The History of the Confederacy

## FORMATION

Year	Event
2,346	Several Amo clans join together along the banks of the Attin River and form the Igard Confederacy. The remaining Amo clans warn of Vashti being angered and fearing her retribution, refuse to join the fledgling nation.
4,046	The Igardian senate initiates a war of conquest against the barbarian tribes to the east. Under the leadership of Legate Evard, Igard manages to expand the empire by nearly 40,000 square miles.
5,946	The Igardian senate continues to grow the confederacy expanding its borders completely to the Shores of the Todar Ocean. The Confederacy now contains five Provinces only two of which are under the control of true Igardians.

## ANCIENT HISTORY

Year	Event
0	The Great Darkness ends
900	A massive earthquake shakes the continent of Aleron. The epicenter is located very near the Castretmus Confederacy with grave results. The confederacy is destroyed and what remains of the Amo peoples is barely enough to fill a large city.
1,500	The Amo peoples have slowly recovered and are spreading out among the Castretmus river valley again. Still fearful of building any form of structures they stick to caves or semi-nomadic camps for fear that they will come under the wrath of the goddess Vashti once more.
2,400	Amo fanatics, preaching the end of the world at the hands of Vashti because of Igar's disregard for her power, descend upon the Confederacy. Tens of thousands die, but eventually the zealots are slaughtered to the man and Igard is established as a thriving Country.
2,847	Nearly 450 years after the Zealots War, another fanatical priest rises to prominence. Declaring Igard to be a land of heretics and sinners he leads another army of fanatics to burn them from the face of Aleron. The war is short-lived but drives a wedge between the people of Igard and the Amo barbarians.
3,146	Consul Antefried and Consul Bertra of the Igard Confederacy begin a feud over border rights. Though this is a common occurrence within the Confederacy, it is aggravated when both the Consul's heirs slay each other during a "hunting accident".
3,400	Several Amo clans begin to consolidate their power and wage a rather successful series of wars to conquer the surrounding tribes. Though the clans are generally victorious it isn't enough to bring Castretmus into a stable nation again.
4,100	The mighty Amo Chieftain, Alfrid unites the majority of the clans that still remain in the Castretmus River Valley. He and his shaman Sibulla instill the Cult of the Devourer which unites the Amo under the religious belief of Vashti and her warped children.
4,700	Several clans rebel against the power of the Cult and wars tear apart the Amo Horde from within as each clan attempts to tear off its own piece of the "empire".
5,300	Chieftain Luldolf attempts to expand his clans influence into the Borderlands only to be repelled by Igar's Legions, bolstered by "civilized" Amo Citizens.
6,000	The Cult of the Devourer becomes ascendant once more and nearly all Amo clans succumb to its teachings. The clans descend into a tradition of orgiastic blood rituals and many villages on the Borderlands become the scene of horrendous bloodshed.
6,700	Several Shamans had become covetous of each others power and after many skirmishes eventually separate and go their own ways; thus spreading the Cult's teachings throughout Southern Aleron.
6,946	The Igardian trade agreements with Lucania and Sjirt begin to pay off well and the Port of Marsten becomes a major hub for trade.

## RECENT HISTORY

Year	Event
7,746	Consul Morvein of the Borderlands Province dies without appointing a successor. Primus Treya secures the Consulship with her Century before Praefect Janils has a chance to call in favors. Minor skirmishes erupt through Marsten as the politicians vie for control, but Primus Treya prevails and is "elected" as the new Borderlands Consul.



## Igardian Social Structure

Igardian social structure is a rather convoluted affair with many twists, turns and restrictions. Political and Military ranks are so intertwined that it would be futile to try and separate the two. In addition to this, the status that you are born into greatly affects where you can or cannot go within the social hierarchy (generally due to tradition rather than any hard written law).

### Status of Birth

To start I will list the “beginning” social structure. These rankings will be the most common and are generally decided at birth. However, even here, one’s social status can change through their own actions and/or those of a higher ranking member of society with a keen exception of the Patricians.

Perk	Title	Definition
-15	Slave	Slaves were allowed to make money (though their owner could take it from them) and own property, even buy their own freedom and own other slaves. Called Libertini when freed. A Libertini is the equivalent of a Civilian.
0	Civilian	Anyone who wasn't a property-owner and who could not afford sword, armor, shield, and food wasn't able to become a Citizen. This also applies to any non-Igardian that takes up residence in the Confederacy and doesn't take the Oath of Citizenship.
1	Citizen	Served in the military and allowed to vote. Advancing to any rank beyond Military Tribune (and later, Aedile) is difficult at best.
2	Equestrian	While the name does derive from horse, it doesn't translate well to Knight. Basically an equestrian is a Citizen who can afford a horse along with the rest of his war gear, and therefore became cavalry. Equestrians can advance higher in rank than Citizens, but it is still harder than Patricians.
3	Patrician	The 'nobility' of Igard, they are supposedly able to trace their ancestry back to the original population of Igard.

### Political Rankings

The following table lists the possible political titles and offices that can be held by an Igardian citizen. In addition, the table lists the appropriate military titles that must be held as a requirement.

Perk	Title	Definition	Requirements
1	Quaestor-Ex	If you once held an office, you still have some clout, even if it's been 20 years.	Once held the office
2	Quaestor Minoris	A close relative or friend of someone who holds this title.	A close relative or friend of someone who holds this title.
2	Aedile-Ex	If you once held an office, you still have some clout, even if it's been 20 years.	Once held the office
3	Praetor-Ex	If you once held an office, you still have some clout, even if it's been 20 years.	Once held the office
3	Quaestor	A financial officer or treasurer for an Aedile.	Citizen, Equestrian or Patrician
3	Aedile Minoris	A close relative or friend of someone who holds this title.	A close relative or friend of someone who holds this title.
3	Senator-Ex	If you once held an office, you still have some clout, even if it's been 20 years.	Once held the office
4	Aedile	They are responsible for the upkeep of public buildings/works and the organization of religious festivals. Aediles have a limited form of Imperium, the right to do anything they deemed necessary within their sphere of influence.	Military Tribune



4	Senator Minoris	A close relative or friend of someone who holds this title.	A close relative or friend of someone who holds this title.
4	Praetor Minoris	A close relative or friend of someone who holds this title.	A close relative or friend of someone who holds this title.
5	Senator	Anyone who has served as a Quaestor is automatically eligible to be elected senator for life. The only way to lose this position is to have it stripped by a Censor. There are currently around 300 senators in the Confederacy.	Quaestor
5	Praetor	These are the assistants to a Consul.	Equestrian or Patrician and Plebian-Ex
6	Consul-Ex	If you once held an office, you still have some clout, even if it's been 20 years.	Once held the office
7	Consul Minoris	A close relative or friend of someone who holds this title.	A close relative or friend of someone who holds this title.
8	Consul	Consuls are in charge of a Province. There are currently 5 Consuls serving the Confederation.	Patrician and Praetor-Ex

## Military Rankings

The following table lists the possible Military titles and offices that can be held by an Igardian citizen. In addition, the table lists the appropriate political titles that must be held as a requirement.

Perk	Title	Definition	Requirements
1	Legionnaire	All Citizens are considered to be Legionnaires. Thus this title is free to all Citizens	Citizen, Equestrian or Patrician
2	Military Tribune	Quaestors who desire senatorial status are elected to the post of Military Tribune; they are distributed among the legions as commanders.	Quaestor
2	Decurion	Squad leader of a 'tent group' of 8-10 men. Each century had 8-10 of these squads.	Citizen, Equestrian or Patrician
2	Signifer-in-Training	A Decurion who is training to become a Signifer	Decurion
3	Plebian Tribune	The have the right to mete out capital punishment. A tribune is required to have his house open all day and all night in order to hear the issues of his electorate.	Equestrian or Patrician and Quaestor
3	Tesserarius	The Optio's assistant. Third in command of a century.	Decurion
3	Cornicen	One for each Signifer and Signifer-in-training. They relayed oral commands and called everyone's attention for announcements/lunch at camp. Also had code sounds on their horns.	Decurion
3	Signifer	The paymaster. Carried a standard and was in charge of pay, rations, and equipment and occasionally settles disputes. One per century.	Decurion
4	Optio	Second in command to a centurion.	Tesserarius
4	Aquilifer	Standard-bearer. Depending on the period, there could be one per legion, century, or cohort. Usually they were promoted to centurion pretty quickly.	Signifer
5	Centurion	Each legion has around 60 Centurions, each in command of a century of men (80-100). 6 Centuries make up a cohort. Centurions are usually career soldiers and are the 'real' backbone of the command structure.	Equestrian or Patrician and Aquilifer
6	Pilus Prior	The centurions of the first ten centuries.	Equestrian or Patrician and Centurion
7	Ordinaries	The centurions of centuries 2-6, technically also including the Primus Pilus. Basically the top ranked centurions.	Equestrian or Patrician and Centurion
8	Primus Pilus	Literally "First Spear". He is the commanding centurion of the first	Equestrian or

		cohort. Also the most senior centurion in the legion. They (and their family) are guaranteed equestrian status upon death or retirement.	Patrician and Ordinarie
9	Tribune Augusticlave	Equestrian officers, there were 5 of them who performed administrative tasks and were usually granted full tactical command as well. Usually career veterans.	Equestrian and Primus
11	Praefect	A long serving veteran, third in command	Patrician and Primus
13	Tribune Laticlave	Second in command, always from an important family.	Patrician and Praefect
15	Legate	The overall commander of a legion - the general. Sometimes also the consul of a province. The term is for 2-4 years, but sometimes extended if there was a particularly nasty war and no suitable replacements.	Patrician and Laticlave

## Authoritus

Adding together all of characters current titles will result in the characters Authoritus. This reflects the characters absolute political mojo and how they are treated by NPC's.

## Imperium

The grant of Imperium indicates someone who owns property. If someone has Imperium they have free will to do as they please within the borders of their property.

In game terms this means that the person has a Demesne (Fantasy Hero p.101). The following chart dictates the maximum number of points the person can have to develop their Demesne.

Social Rank	Maximum Points Available
Citizen	1 x Authoritus
Equestrian	3 x Authoritus
Patrician	5 x Authoritus

# The People of the Confederacy

## Amo

### Overview

The Amo are a race in decline. Once occupying the entire range of the Attin River, they have been reduced to a few scattered tribes spread throughout Southern Aleron. A situation many Amo have lost their lives trying to remedy.

The Amo are the oldest human culture still in existence and all of the human nations on Aleron have come from this stock. The Amo people have become a shattered culture with the vast majority having been absorbed by the more prosperous cultures leaving a handful of clans roaming the wilds following their corrupted faith in the Cult of the Devourer.

### General

They are an extremely unkempt people and their tendency to wear furs gives them an “animal-like” appearance. They prefer their hair long and unkempt with colors of blonde and red being the most common; men have large bushy beards the color of which matches their hair. They are a large people averaging 6’.

The Amo are used to traveling through rugged mountainous terrains and are known to need very little sleep. On average they only need to sleep two out of every three days.

Amo have the standard lifespan of most humans, attaining adulthood at the age of 14 and considered middle aged around 45. Most do not live beyond the age of 100.

Amo tend to shy away from civilized areas feeling cramped and nervous around the constant hustle and bustle. They are loners by nature, but enjoy their rare moments with others.

Generous and normally quiet, they can become jovial and explosive when in social situations. Their deep, thundering laughter is legend. As warriors, they are fierce and often uncontrollable. This is particularly true of the Woad, for they have a tendency to enter a berserk rage when angered or overly harassed.



## ***Language***

Amo speak their native tongue; Amo. The more civilized Amo tend to learn at least enough Igardian to be able to facilitate trade. It is very rare for any Amo to become literate in any language.

## ***Fears and Inabilities***

Traditionally Amo fear the construction of permanent residences. It is considered taboo and against the teachings of their primary goddess, Vashti. This tradition still holds true even among the “civilized” Amo that are found in the Igard Confederacy. No Amo will willingly enter such structures.

## ***Prejudices***

In general the Amo do not trust strangers and will prefer to keep to their own people. The more civilized Amo, however, have found the other cultures, particularly the gregarious Doresti to be alright to socialize with.

## ***Clothing and Adornment***

Amo wear skins and furs with cloaks made from the skins of large carnivores. Feathers, bones and animal teeth are common adornments in the form of necklaces and bracelets. Both genders will braid parts of their hair and keep the braid held with bones, leather strips, feathers and beads.

They are not metal smiths and jewelry made from precious metals will have been acquired through trade or from the bodies of fallen foes.

More recently, the civilized Amo have started to take on the dress and decorations of the local Igardians.

## ***Technology and Magic Level***

Amo are fairly low on the technology scale. What items they have they produce with wood, stone or found through trade or from raids. Metal items like weapons and some bits of armor are the main types of equipment gathered in this manner.

Magic among the Amo is nearly non-existent with shamans being the most common. Very few have converted to the state religion of the Holy Trinity preferring their native spirit worship. Those extremely rare few that are of the A-ar bloodline (and realize that they are) will become Runeschrijvers if the opportunity presents itself.



## ***Art and Architecture***

Art among the Amo consists of stone and woodcarvings that are further decorated with dyes and stains from various plant and mineral concoctions. Generally these objects will be representations of spirits or of some kind of religious significance.

These religious carvings are placed inside or around the Amo tents or caves. The homes are constructed of wood and animal hide and are designed to be assembled and disassembled rapidly and even these are only used if there are no caves nearby.

## ***Lifestyle***

The Amo subsist primarily on hunting and foraging with limited farming of berries and roots within their camps. The coming of the Igardians, however, has forced the clans to become much more nomadic and they are becoming reliant on hunting and some gathering of nuts, tubers and berries. Some have even become proficient fisherman along the lowland rivers.

## ***Marriages and Family***

Amo put a lot of emphasis on heredity and ancestral lines and each family can be traced back to the Great Darkness. This line is traced through the male's family so fathers are constantly trying to play matchmaker for their daughters. However, the daughter does not have to marry unless she so chooses and whom she chooses.

Marriages are for life and the female will move in to the male's family camp. Familial responsibilities including the rearing of children, gathering of food and community defense are shared equally among all members. Elders and children are generally given lighter duties if any at all and in turn the elders educate the children through oral traditions.

## ***Religion***

The Amo religion centers on the Cult of the Devourer. This religion teaches that all of the other races and cultures are merely food for the beasts and plants. The primary goddess of this cult is Vashti and it is taught that she has bestowed upon the Amo the chore of bringing down all of the other peoples so that her children may reign supreme.

During their secluded ceremonies these men and women wear animal skins, painting their bodies with blue dye and recreate their ancient legends and epics using complex dance rituals. These gatherings used to occur at specific holy places that have some connection to Vashti, but with the Amo displacement they have taken to performing these rituals in areas of great natural beauty or exceptional ruggedness. Other sites include the ruins of villages and cities that the Amo have sacked and burned to the ground.

Ritual sacrifice and orgiastic bloodbaths are commonplace within these religious celebrations and dozens of captives are slaughtered in the name of Vashti and her twisted progeny.

Over the centuries, as many clans have been absorbed into the Igard Confederacy, the Cult has lost its prominence, instead, being replaced with the much more ancient tradition of spirit worship that their ancestors originally followed. Some have even converted to the Holy Trinity.

## ***Social Organization***

Each clan is lead by two people, the head shaman and a Chieftain. The shaman is the overall leader of the clan, handling internal disputes and decisions as well as handling foreign affairs.

The Chieftain is essentially a warlord and hunt master. It is his duty to organize defenses, raids, and training of warriors as well as organizing hunts and insuring that the lands surrounding the clan village are not over hunted or stripped of forageable foodstuffs.

The shaman holds his position for life and can only otherwise be removed by a majority clan decision when he or she is considered to be a detriment to the clan. This has never happened in all the years of the clans.

The Chieftain can be replaced at anytime through tests of skill and strength. This happens less often than expected and a Chieftain can often hold his or her title until their death.

As is the case in most of the Amo society, either position can be held by either gender regardless of social ranking among the community. However, no one ever challenges one of the rare Woad because of their hereditary lines.

Both leaders of a clan will almost always consult with an unofficial council of elders. This council is made up of the eldest member of each family within the clan. These people are highly respected and their words carry much weight between the Chieftain and the shaman, unless of course the two leaders are the oldest members of the clan, themselves. But even then the council will be listened to.

Among the individual families the matriarch or patriarch will be the head of the household; this will also be the member of the family that is on the council.

## **Trade**

The Amo have taken to offering their services as warriors and mountaineers in exchange for the goods their clan may need; furs and skins supplement this trade.

## **Doresta**

### **Overview**

The Doresta (or Doresti) are native to the western coasts of Aleron, but are known throughout Kamarathin. The Doresti are supreme sailors and their reputation as coastal raiders stretches back for thousands of years.

### **General**

Feline humanoids, Doresta have bodies optimized for fast sprinting rather than endurance running. Their feet and four fingered hands have large retractable claws, good for use not only as weapons but to help with tasks, like climbing. They have large, sharp teeth compared to Humans, but not large enough to qualify as “fangs”. Their large, sensitive eyes work well in low light.

As a people, the Doresti are a vocal and gregarious group. They have a lust for life and the experience of the moment. This nature coupled with a strong sense of the individual has made them known as difficult to tame and a bit unpredictable.

Doresta have the standard lifespan of most humans, attaining adulthood at the age of 15 and considered middle aged around 45. Most do not live beyond the age of 100.

The Doresti love the sea and it's a rare child that doesn't grow up having spent time in the riggings of a Doresti galley. Their natural born agility and claws serve them well during stormy weather or military actions onboard ship.

### **Language**

Doresti speak their native tongue; Doric. Many learn whatever language is most common to the lands they spend the most time in and have a reputation for learning many different languages.

### **Fears and Inabilities**

The Doresti are virtually fearless as a people, however they do have a tendency to grow restless quickly. An idle or bored Doresta can become argumentative and combative just to liven things up.

### **Prejudices**

The Doresti are equal opportunists, believing every individual should be judged on his or her own merits.

### **Clothing and Adornment**

A combination of natural fur covered bodies and a love for the sea has resulted in a people that wear very little in the way of clothing. Short skirts and short pants are generally all the Doresti encumber themselves with. Women will often wear a light vest or blouse, except when nursing their young.

The Doresti often braid their manes and bracelets (and anklets) of ivory and precious metals are very common decorations.





## ***Technology and Magic Level***

The Doresti are not only great sailors but their natural dexterity has allowed them to become rather good craftsmen. Their sleek and agile galley's are of particular note and Doresti shipwrights are sought after world wide. On the continent of Aleron, another of the Doresti talents is sought after as well, the Runeschrijvers.

These craftsmen inscribe enchanted runes into their creations that bestow magical abilities either to the item itself or its owner. In fact, Runeschrijver is the only "commonly" used form of magic within the continent of Aleron. The exception to this is the widespread priests of the various gods. Faith based spell-casters are far more common than any other type.

## ***Art and Architecture***

The Doresti are fond of working with wood and metal and nearly every piece will have some form of engraving. Doresti craftsmen love to carve scenes from their legends or symbols of the ocean into all of their woodwork. Weapon and armor smiths will always try to engrave scenes or runes that tell of the heroics of its wearer.

Doresti buildings resemble a ship turned upside down with a door carved into the side. The central beam is, without exception, carved to resemble a long sea serpent from tip to tail.

Bards (musicians) and Skalds (storytellers) are very popular among the Doresti and the more heroic and loud the story or song the better, if the entertainer can incorporate the act of drinking into the tale, even better still.

## ***Lifestyle***

"Tomorrow I die, so today I drink!"

This statement sums up the fairly carefree existence of the Doresti. As a people, they know that nothing is permanent so they enjoy the moment to its fullest extent. They have no fear of death and thus nothing else seems like it should be a concern. A Doresta is just as likely to start a friendly brawl as they are to sit down and enjoy a good tale.

The Doresti make their living at sea and they cannot stomach fruits and vegetables. Fish, whale, seal and any meat that comes from land fill their meals and are always washed down with honey mead.

Song and dance fill their nights and during the day they work hard at their chosen craft. To the Doresti there is no excuse for not putting in the best effort they can whether that is sailing, drinking or raiding. Laziness is one of the few things the Doresti will not tolerate.

## ***Marriages and Family***

Marriage is for life among the Doresti and despite their gregarious nature it is taken very seriously, though it is not uncommon for either of the married couple to have affairs openly. The Doresti do not believe that the pleasures of life are limited to the married couple, instead the marriage bond goes much deeper and the husband and wife are partners and the best of friends.

Once a young Doresti is married the two are gifted a ship and expected to hire a crew to set forth on their maiden voyage. The couple will consummate their marriage on this ship and perform their first raid to prove themselves. Upon returning the couple may take up their chosen profession, though many find they prefer to keep raiding coastal villages.

Doresti women bear live young after a three month gestation. The kittens remain in a pouch on the mother's stomach for a year after birth. When large enough, they leave the pouch and switch from a diet of milk to one of meat.

Children are reared by the parents and are left to decide what path they wish to pursue in the world. Most will follow in their parent's footsteps and take on the family business.

## Religion

The Doresti personality extends into their worship as well. Each god is worshipped separately and each has its own temple. The Doresti will often favor one god over another based on their profession. Pane (the god of oceans) and Fendirisha (the god of weather) play prominent roles in Doresti faith considering their oceanic leanings.

## Social Organization

The Doresti keep a clan structure with each clan lead by the most skilled warrior, called a Jarl. The Jarl can be of either gender and is supported by his Landsmenn who are the captains of the Jarls ships. Every position within the Doresti culture can be challenged at any time through a ritualized duel.

When a Doresti dies the immediate family will pool their resources to commission a Zwart Schip (Black Ship), the larger the ship, the wealthier the family. The deceased is then placed in the ship along with their prized possessions and the ship is doused in oil and set sail. As a priest of Pane gives prayers of farewell as archers along the shoreline launch fire arrows at the ship and once it is alight the entire gathering breaks into the kegs of mead for a farewell party. No other conversation is aloud except to tell stories of the deceased great deeds, and these deeds grow ever more boastful as the night goes on.

## Trade

The Doresti skills as shipwrights, sailors and marines are by far their most marketable trade. These skills are often supplemented through trade goods such as fish, shellfish, and woodcrafts.

## Igardian

### Overview

The Igardians are descended from Amo stock. Fifteen hundred years after Vashti destroyed the Castretmus Nation, several Amo clans decided that it was time to re-build their shattered nation. These clans had begun to follow different gods and felt that they would protect them from Vashti's wrath.

Knowing that the other Amo clans would try and destroy them for their heresy they banded together and began to build. As predicted, less than two decades later the Amo attacked, seeking to burn the Igardian structures to the ground. The war did not go well for the Amo and the Igardian Confederacy was born.

### General

placeholderplaceholder

### Language

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### Fears and Inabilities

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### Prejudices

placeholderplaceholder



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### ***Clothing and Adornment***

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### ***Technology and Magic Level***

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### ***Art and Architecture***

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### ***Lifestyle***

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### ***Marriages and Family***

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### ***Religion***

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### ***Social Organization***

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### ***Trade***

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## **Lucani**

### **Overview**

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### **General**

Humanoids with orange-yellow skin on the front and bold, deep red stripes running from the spine to the sides. Their eyes are translucent red orbs with no visible pupils.

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### **Language**

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### **Fears and Inabilities**

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## ***Prejudices***

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## ***Clothing and Adornment***

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## ***Technology and Magic Level***

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### ***Prejudices***

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### ***Religion***

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### ***Social Organization***

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### ***Trade***

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## **Igardian Coins**

Areus



Denari



Sesti



Dupondi



## Magic

Magic within Igard is a rare and fanciful thing. The Igardians are not particularly adept at its use and no Igardian has ever discovered any particular form of it. The few non-religious spell-casters that exist within Igard are generally Doresti Runeschrijvers.

In fact, Runeschrijver is the only “commonly” used form of magic within the continent of Aleron. The exception to this is the widespread priests of the various gods. Faith based spell-casters are far more common than any other type.

### *Magic within Kamarathin*

This document is intended to outline the way magic works within the world of Kamarathin. As with anything else within the game world I will attempt to codify and classify the way it works.

First is to establish the high level mechanics. This entails breaking magic up into three main groups; Source, Methodology and Structure.

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Source indicates where the magic energy comes from while methodology is how the spell-caster manipulates the energy. Structure dictates how the spells are “bought” or grouped within game terms.

**Sources**

- **Ambient:** The world is imbued with magic; the energy flows through the air and is contained within every object.
  - Must have an END Reserve
- **Self:** This represents the magical energy within the spell caster.
  - Can not have an END Reserve
- **Bestowed:** This represents magical energy supplied by an external being and given to the caster.
  - Only Usable While In Good Standing With Faith (can't be removed; -1/4)
- **Favors:** This represents an external being actually performing the magic for the “spell-caster”.

**Methodology**

- **Stored:** The spell-caster imbues objects with the source to create a result.
  - Must have a Focus
- **Willpower:** The spell-caster manipulates the source with his force of will.
  - Can not have a Focus
- **Channeled:** The spell-caster becomes a conduit for the source.
  - Only Usable While In Good Standing With Faith (can't be removed; -1/4)
- **Formulaic:** The spell-caster learns/develops formulaic patterns to manipulate the source.

**Structure**

- **Individual:** In this structure, the spell-caster develops each “spell” individually. This is, by far, the most expensive and limiting structure. It generally represents someone without any formal training (such as Wild Talents or Dabblers) or has a suite of “spell-like” abilities (such as paladins or rangers)
- **Multipower:** This structure represents someone with a solid training and doesn't have the need to constantly “re-study” their spells. Not quite as flexible as a Variable Power Pool, but much easier to comprehend.
- **Variable Power Pool:** This structure has the potential to be the most flexible if the spell-caster has enough time to prepare. However, it is limited in that the spell-caster must spend time re-memorizing his spells and has the potential to “run-out” during a given time period.
- **Elemental Control:** This structure represents a spell-caster that draws their power from a single, well-defined source and is usually only utilized by those whose spells are Bestowed.

**Requirements**

All spells must have the “Requires Skill Roll” and “Costs END” limitations.  
 All non-faith based spell-casters must have the Awakened Package Deal.

**The Grid**

As I (or the players) develop new forms of magic use, they will be listed in the grid below. This will serve as a quick reference for new and old players alike to see the similarities of their magic system when compared to another. This will also show areas that are lacking an established magic style in case the GM or players wish to develop a new style that has yet to be seen in the game world.

Methodology	Structure	Sources			
		Ambient	Bestowed	Favors	Self
Channeled	EC		Prism Priest		
	Individual		Devoted		
	MP				
	VPP				
Formulaic	EC				
	Individual				

	MP				
	VPP				
Stored	EC	Runeschrivjer			
	Individual				
	MP				
	VPP				
Willpower	EC				
	Individual				
	MP			Spirit Binding	
	VPP				

### Spirit Binding

The Spirit Binder is based upon the mage summoning and then dominating various types of spirits. During the mages training they will acquire one or more spirits which they "train" to perform certain tasks upon command.

The spirits are generally not too fond of this arrangement and are constantly attempting to break the control of the mage.

**Source:** Favors  
**Methodology:** Willpower  
**Structure:** Multipower

**Multipower Requirements:** Each spirit is represented by a Multipower. The slots within the multipower represent tricks/abilities that the spirit has been trained to do.

A Spirit Binder can only have a number of spirits bound to him equal to his Ego divided by 5.

Spirits can only be trained to perform tasks that are within their nature (For example a spirit of Anger cannot be trained to make someone fall in love). Lists of possible spirits will be generated as the need arises.

**Spell Requirements:** There are no mandatory restrictions for individual spells.



**Spirit Types:** There are myriad spirits available to the Spirit Binder. Each has its own style and uses. The following list is a general breakdown of spirit types as creating a truly exhaustive list just isn't feasible. As players determine that they wish to play a Spirit Binder, I will develop any special requirements and list them here.

- Emotional
  - Emotional spirits are those that represent the emotions of the mortals that exist on Kamarathin. Spirits of Anger, Love, Fear, Sorrow, and Joy are just a few of the possibilities.
- Demonic
  - These are spirits from the infernal realms. They are generally the most powerful but also come with the risk of corrupting the Spirit Binder.
- Divine
  - These spirits are tied to specific deities and though they can be just as powerful as the demonic spirits they generally don't corrupt in the same way. However, they tend to look poorly to Spell Binders that do not follow their patron god.

- Dead
  - Spirits of the dead are commonplace throughout the world. Ghosts and specters of long lost ancestors, these spirits tend to be amazingly proficient with informational spells.
- Elemental
  - Raw and powerful, the elemental spirits are the least subtle of all of the spirits and they have a knack for not disappearing once summoned.
- Natural
  - Natural spirits represent the spirits of nature; trees, rocks, rivers, and plants are just some of the possibilities.
- Animal
  - Animal spirits are another common type of spirit. Spirit Binders find that these are the easiest to control, though they do tend to be limited in their abilities.

### Sample Fire Spirit:

Cost	Slot	Power	Endurance
11	-	Fire Spirit: Multipower, 30-point reserve, (30 Active Points); all slots Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Fire Spirit) Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)	-
1u	1)	Eyes of the Fire Spirit: Infrared Perception (Sight Group) (5 Active Points); Costs Endurance (-1/2), Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Fire Spirit) Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)	1 END
1u	2)	Heart of the Fire Spirit: Life Support (Safe in Intense Heat; Self-Contained Breathing) (12 Active Points); Costs Endurance (-1/2), Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Fire Spirit) Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)	1 END
1u	3)	Heated Wind: Energy Blast 3d6, Area Of Effect (4" Cone; +1) (30 Active Points); Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Fire Spirit) Roll (-1/2), Limited Range (-1/4), No Knockback (-1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)	3 END
1u	4)	Sunlight: Sight Group Flash 3d6, Personal Immunity (+1/4), Area Of Effect (One Hex; +1/2) (26 Active Points); No Range (-1/2), Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Fire Spirit) Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)	3 END
1u	5)	Fireball: Killing Attack - Ranged 2d6 (30 Active Points); Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Fire Spirit) Roll (-1/2), Limited Range (-1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)	3 END

## Runescrivjer

Runescrivjer was discovered nearly 3500 years ago by Kinet Themel, a Doresti smith and bard of local renown in the town of Ashliret after the fall of the Kingdom of Nelel. Kinet was fond of engraving runes in the swords and armor of his Warlords soldiers. This passion soon led to him inscribing heroic tales from his people's history.

Overtime a few patrons regaled the smith with stories of how their armor or weapon performed miraculous feats in battle. Kinet enjoyed the stories but initially refused to believe that he had anything to do with it. As more and more customers came back to him with similar tales Kinet found it harder and harder to disbelieve.

Eventually he began to compare the runes he had inscribed into the suspect equipment and through experimentation he finally unlocked the secrets to what he had been doing inadvertently. With help from a priest of Testian,



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Kinet was able to codify his talents and it wasn't long before other smiths began asking to learn from the first Runeschrijver.

**Source:** Ambient

**Methodology:** Stored

**Structure:** Elemental Control

A Runeschrijver is a mage that works "spells" through the medium of magical writing. The specific words themselves are inherently magical but not enough to work on their own. The Runeschrijver enhances this innate energy through concentration, chanting and placing the runes in a specific order to achieve a specific result.

Runeschrijver learn Runes, which they can then inscribe upon objects of various Media. They use these Runes to make both powerful Permanent Magic Items and Ephemeral temporary effects. Thus a Runeschrijver might spend weeks crafting a Magical weapon, or suit of armor, or mystic sigil to be incorporated into a structure that will last for ages, or a few hours inscribing a Rune holding a temporary effect such as a Glyphic Trap instead.

Runes are broken down into several categories. Each of these categories reflects the overall function of the runes. Each category must be bought as a separate Elemental Control.

**Bescherming:** Rune of Protection

**Aanval:** Rune of Attack

**Fysiek:** Rune of Physical Enhancement

**Geestelijk:** Rune of Mental Enhancement

**Betekeningen:** Rune of Senses

**Heel:** Rune of Healing

Runeschrijvers can inscribe simple Runes that are not meant to last forever, but which can be very useful while they last. Ephemeral Magic Items are Magic Items that are built with Non-recoverable Charges and do not cost Character Points to make. All Ephemeral Runes must be built with a specific Trigger.

In order to inscribe an Ephemeral Rune a Runeschrijver must have the appropriate skill for the Media they wish to add a Rune to as well as the appropriate materials and tools.

Thus if a Runeschrijver wanted to add a Rune to a garment they need PS: Embroidery, a needle, and sufficient thread but if they wished to inscribe the same Rune in stone they must have PS: Sculpting and have a hammer and chisel. It is left up to the GM's discretion whether a Runeschrijver has the correct materials in sufficient quantity for a given Rune.

It is assumed that all Elemental Controls are bought as ephemeral and the following Elemental Control is written up with that in mind:

- Elemental Control (Chose specific rune type), 30-point powers, (15 Active Points); all slots Extra Time (1 Hour, Character May Take No Other Actions, -3 1/4), OAF (Object Rune is inscribed upon; -1), Concentration (0 DCV; -1/2), Incantations (Complex; -1/2)

If the Runeschrijver wishes to make the rune permanent then he or she must purchase separate Elemental Controls to indicate this.

**Absoluut Bescherming:** Permanent Rune of Protection

**Absoluut Aanval:** Permanent Rune of Attack

**Absoluut Fysiek:** Permanent Rune of Physical Enhancement

**Absoluut Geestelijk:** Permanent Rune of Mental Enhancement

**Absoluut Betekenissen:** Permanent Rune of Senses

**Absoluut Heel:** Permanent Rune of Healing

And here is how the permanent Elemental Control is written up:

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- Elemental Control (Select Runic Type), 30-point powers, (15 Active Points); all slots Extra Time (1 Month, Character May Take No Other Actions, -5 1/4), OAF (Object Rune is inscribed upon; -1), Incantations (Complex; -1/2), Concentration (0 DCV; -1/2)

Items can have multiple runes inscribed onto them and each rune must be written separately and takes the indicated amount of time. The creation of permanent runes must also include the creation of the object that is being inscribed upon and this must be manufactured by the Runeschrijver himself.

Items enchanted with permanent runes must be paid for with character points by the Runeschrijver doing the inscribing.

Many Runeschrijvers will find the following skills/abilities rather handy in their careers, particularly if they intend to create permanent runic items.

- Detect Magical Symbols, Runes, Glyphs (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense (22 Active Points); Sense Affected As Another Sense (Mystic Sense; -1/4); Real Cost: 18 points
- KS: Cloth
- KS: Famous Craftsmen
- KS: Famous Runeschrijvers
- KS: Inks
- KS: Metallurgy
- KS: Paper & Parchment
- KS: Stone Lore
- KS: Wood Lore
- PS: Armor smith
- PS: Blacksmith
- PS: Carpentry
- PS: Create Inks
- PS: Make Paper
- PS: Mason
- PS: Tailor
- PS: Weapon smith

### ***Psionics within Kamarathin***

People with psionic powers do exist within Kamarathin. Psionics are not magical and thus cannot affect nor be affected by magical spells. Psionics are inherent abilities based on the power of the mind. That being said, psionics are very rare among the people of Kamarathin with only the Kolajik (and their sub-species) having it naturally.

Killershrike explains psionics quite well and most of the information he has on his website is how I plan on utilizing them in Kamarathin.

Anything written in *italics* is taken directly from his site.

*A staple of some Fantasy settings, Psion's are powerful complements to any adventuring group. Perhaps the most versatile of all the professions, no two Psion's are exactly the same and there is a tremendous amount of room for customization. Each Psion's personal ability set is a story just waiting to be told; the best Psion characters have abilities backed up by a detailed background establishing why a particular Psion is more of an expert at subtle Telepathic Powers than at overt Psychokinesis, or has much more experience with Clairsentient information gathering Powers than with Psychometabolic form manipulation, etc.*

Compared to other professions Psion's emphasize inner power. While Wizards need their books and Priests need their deities, Psion's need only a strong will. Psionicists trade the certainty and raw magnitude of Magic for a less reliable but infinitely more flexible power. Many Psionicists use their Powers to enhance their skill in another profession; such as a Psychometabolist that uses his mastery over his own flesh to improve his fighting ability.

There are four groupings of Psionic Powers called Disciplines. They are Psychometabolism, Telepathy, Psychokinesis, and Clairsentience.

While some Psion's are generalists, learning all types of Disciplines, most Psion's learn the majority of their Powers from a single Discipline. Such specialized Psion's are often referred to by their chosen focus Discipline; thus a specialist in Telepathy might be called a Telepath.

Psionic Powers are grouped into four Disciplines. Each Discipline concerns itself with distinct applications of Psionic Power; with a focus on the end result rather than the means. The four Disciplines are described below.

In order to utilize any powers from a specific Discipline, the character must have the appropriate Power Skill. In addition, a Psion that does acquire a Power Skill may purchase the special ability listed in the Discipline description.

In addition to the Power Skills, all potential Psion's must have the Talent: Psionic Gift which costs 5 Points.

### **Psychometabolism**

- *The Psionic pursuit of Mind over Body. By means of this Discipline the Psionicist develops incredible physical capabilities, not only harnessing their natural capabilities to their maximum human limits, but with advanced techniques far exceeding them. Psychometabolists are usually the most physically powerful of all Psionicists, capable of astounding displays and amazing feats such as secreting acid from their hands or changing into something else. Many have such minute control over their body that they repair damage at a phenomenal rate.*
- *Power Skill: Psychometabolism (CON); Real Cost: 3 points*
- **Psychometabolic Gift:** *Fast Healing: Regenerate 1 BODY/Turn plus +1 BODY; Real Cost: 9 points*

### **Psychokinesis**

- *The Psionic pursuit of Mind over Matter, this Discipline allows Psionicists to wreak terrible havoc and damage upon their environment, reconstruct items at the molecular level, cause items burst into flames, and an endless variation of other effects. Psychokinetic's tend to be extremely forceful in their mindset, used to getting their own way. Many become so good at bending matter to their will that they reflexively use their minds for even mundane tasks of manual effort.*
- *Power Skill: Psychokinesis (EGO); Real Cost: 3 points*
- **Psychokinetic Will:** *(Total: 25 Active Cost, 9 Real Cost) Extra Limbs (5 Active Points); 1 Limb (-2), Linked to Stretching (-1/2) (Real Cost: 1) plus Stretching 2", Does Not Cross Intervening Space (+1/4), Invisible Power Effects (Sight Group, Hearing Group; +3/4) (20 Active Points); Cannot Do Damage (-1/2), Always Direct (-1/4), No Noncombat Stretching (-1/4), Limited Body Parts (-1/4), Concentration 1/2 DCV (-1/4) (Real Cost: 8) (Costs 2 END per Phase); Real Cost: 9 points*

### **Telepathy**

- *The Psionic gift most feared by non-Psionics, this is the Discipline that allows a Psionicist to peel away a persons inner thoughts like layers from an onion, sousing out hidden secrets and reading people's inner demons like a book. Telepaths tend to be subtle, quiet and unassuming. Many of their arts take time to work best, so Telepaths develop patience and time their actions for best effect. Telepaths often have incredibly powerful wills, capable of absurd feats of willpower.*
- *Power Skill: Telepathy (EGO); Real Cost: 3 points*
- **Telepathic Contact:** *Mind Scan 6d6 (30 Active Points); Concentration 0 DCV, Must Concentrate throughout use of Constant Power (-1), Extra Time 1 Turn (Post-Segment 12), Only to Activate Constant or Persistent Power (-1/2), Character May Take No Other Actions (-1/4), Stops Working If Mentalist Is Stunned (-1/2) (Costs 3 END per use); Real Cost: 9 points*

### **Clairsentience**

- *The Psionic gift of extra sensory perception, masters of this Discipline have little effect on the material world, but often possess phenomenal awareness, with some practitioners even able to peer into the future itself. Very little escapes the attention of a Clairsentient, and their shrewd perception has upset the schemes of many a foe.*
- *Power Skill: Clairsentience (INT); Real Cost: 3 points*
- ***Precognitive Avoidance:** +4 with DCV (20 Active Points); Activation Roll 13-, Jammed (-1 1/4); Real Cost: 9 points*

### **Endurance Reserves**

*Psionics must take an Endurance Reserve for their Psionic Powers, and run their Powers off of this Reserve. By default the Recovery Requires a Meditation Roll (and 1 TURN of Meditation).*

### **Power Construction Restrictions**

*As a Campaign Rule the following restrictions apply to the creation of Psionic Powers.*

- *All Powers must have an Endurance Cost.*
- *Must use a Multipower Power Framework*
- *Each Power must Require a Skill Roll using the appropriate Psionic Discipline Power Skill*
- *Each Power must run off of a Psionic Strength END Reserve*
- *Must be an Ultra Slot (aka Fixed Slot)*
- *May not have Incantations*
- *May not have Gestures*
- *May not have No Conscious Control*
- *May not have FOCI*
- *May not have Charges*

## **Religion**

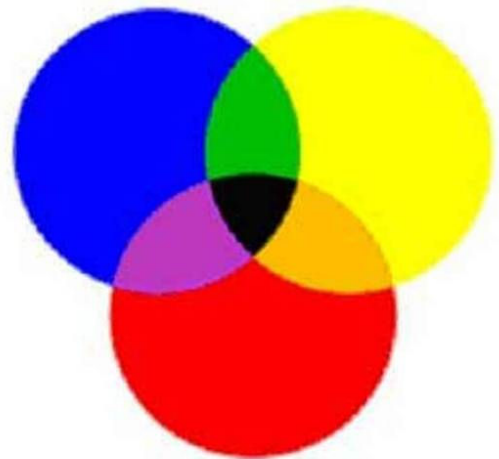
The world of Kamarathin was created by the A-ar, extremely powerful divine beings, commonly known as the Ancient Gods. How exactly they accomplished this and which of the current gods they created and why the A-ar left the world is a matter of debate among philosophers and theologians across the lands.

What is for certain is that there are currently a finite number of gods and they are worshipped in all lands and by all peoples. The nature of this worship, the names of the individual deities and even their portfolios may change, but the same gods are known by all peoples.

Some cultures eschew the worship of the primary gods in favor of spirit worship and are considered primitives at best and heretics at worst.

Within the continent of Aleron, the most prominent religion centers on a variation of the Prism Doctrine. The basis of the Prism Doctrine is that each god and goddess can be classified as a personification of a broad color based upon their relation to their worshippers.

The state religion of Igard is the Temple of the Holy Trinity which separates the gods into three colors (Red, Yellow, and Blue) which represent their mannerisms in a very general fashion rather than the six color breakdown





of the parent doctrine. Red gods tend towards chaotic, unpredictable natures, blue gods are considered orderly in their approach while Yellow gods tend to be represented as switching between the two opposites.

The Temple of the Holy Trinity does not distinguish between “good” or “evil” and gods both beloved and feared may occupy the combined worship of those who venerate a particular color over another. Within the Igard Confederacy, the Blue Gods hold sway and to a lesser extent the Yellow Gods. Red Gods are almost universally shunned, though some, such as Ispa are still revered.

The list below color codes all of the gods that are worshipped within the Igard Confederacy and how they are classified. While this list is definitive, it does not cover any cults or branches of the primary Holy Trinity Doctrine. For example, the Amo follow only a small selection of deities in their Cult of the Devourer (nearly all being Red Gods), the Doresti tend to follow their traditional practice of worshipping each god individually (going so far as even adding a goddess to the list) and the Lucani primarily follow their worship of nature spirits, eschewing the Holy Trinity all together.

Name	Alignment	Portfolio	Notes
Chulashmel	Lawful Evil	Wind Ice Winter	Chulashmel is the cold north wind, the bringer of winter and the howling ice storms. His priest's work to turn all of Kamarathin into an ice covered hell.
Deelath	Lawful Neutral	Prosperity	Deelath is dedicated to the pursuit of wealth. Patron to moneylenders, the wealthy and those that would gain wealth by any means. Commonly called the Greedy God, Deelath holds only one thing above all others and that is the gaining of money.
Eiri	Lawful Evil	Fertility	Another god corrupted by Shosmayumi, Eiri was once the god of fertility. Prayed to by the barren to bring forth children and a patron to midwives. Now his blessings are a curse, for if one prays to him for a child she will receive ten...at once. Eiri's priests spread their destruction by causing over population.
Ereldar	Lawful Good	Redemption	Ereldar is the god of redemption, favoring those who would seek peace for the wrongs they have committed. He often works alongside Ezemend in the hopes of letting the unjust admit their guilt before Ezemend can pass judgment.
Ezema	Lawful Neutral	Music	The patron of musicians, composers, singers and bards. Ezema is the bringer of music to Kamarathin.
Ezemend	Lawful Neutral	Justice Retribution	Ezemend demands that all laws are to be followed. She is dedicated to the letter of the law and does not care if it is perceived as good or evil. To Ezemend and her followers, there is only evil in chaos and lawlessness.
Fendirisha	Chaotic Good	Weather	Fendirisha was once a member of the Sky and Weather gods but was betrayed and nearly slain by his son and daughter (Chulashmel and Manes), just before the start of the Scale Wars. Though he was unable to participate due to this, he has been slowly gathering new followers in the hopes of one day destroying his children.
Ispa	Chaotic Good	Healing	Ispa is the goddess of healing and her priests are sought the world over. She is a steadfast ally to the good gods and her priests and paladins will never rest until Tannermet and his followers are destroyed.
Jannet	Lawful Neutral	Dawn	The sister to Mani, Jannet is the goddess of the morning and new beginnings. She is often sought when someone wishes to begin on a journey or to bless a new ship or venture.
Lamber	Lawful Neutral	Strength	The goddess of strength, she is popular among warriors and soldiers who honor a strong arm. She favors those who prefer to smash down a door rather than waste time trying to open it.
Maidet	Lawful Good	Crafts	Maidet is the craftswoman of the gods and patron to those who would create goods or toil in manual labor. Her priests can be found anywhere there is hard labor and never in a temple. Her priesthood

			is formed from and for the common man.
Manes	Chaotic Evil	Sky Lightning	Manes is the raw indiscriminate fury of a thunderstorm. A pure representation of hate, chaos and anger. Her temper flares quickly, with no warning and doesn't end until she leaves behind total destruction.
Mani	Neutral Good	Sun Seasons	Mani is well liked among the other gods, as he is an affable fellow who believes in the good of all. He strives to maintain his life giving energy and orderly, mild seasons so that all can grow and prosper. His priests carry this belief by establishing hostels and communal farms to assist and employ those in need.
Maserestus	Neutral Good	Good	Maserestus is dedicated to the destruction of all evil and the betterment of those who would be good. He and Mani are staunch allies and the two are rarely seen apart. His priests and paladins preach charity and welfare while scouring the lands for evil to eradicate.
Merele	Neutral Good	Suffering Justice Insects	Merele is only worshipped among the Doresti. She is the patron of those who have or do suffer needlessly and works to bring justice to her followers tormentors.
Mininyen	Lawful Neutral	Agriculture	Mininyen is the farmer's god, the taming of the wild into orderly fields of wheat, corn and vineyards is what he and his followers seek. This puts them at odds with the followers of Pane, and both Mininyen and his priests consider Nemera and Eiri to be abominations.
Nantunas	Lawful Neutral	Trade	The goddess of merchants. Nantunas and her follower's work tirelessly to open new markets and establish new trade routes. Along with her husband, Deelath, she seeks to spread the merchant class across Kamarathin.
Nemera	Neutral Evil	Plants	Nemera is Mininyen's brother and Vashti's son. Having succumbed to Shosmayumi's corruption along with his mother, Nemera and his priesthood spend their time corrupting the plants of Kamarathin. The goal of his priesthood is to make the plant life of Kamarathin, every bit as dangerous as the humanoid and animal life that lives amongst it.
Octitius	Neutral Good	Fortune Luck	Octitius is the gamblers god. A being with a golden heart and a streak of humor, placated by those who live by the seat of their pants or down on their luck and looking for a break.
Ofrinea	Lawful Good	Poetry	The patron of poets and playwrights, Ofrinea is a surprisingly serious god. Creativity and prose spring forth from this deity and his followers, but they are well planned and very ordered. Every line and every act are in their proper place for Ofrinea does not believe in random art.
Otames	Neutral Evil	Messengers Murder Fear	Favored consort of Shosmayumi, Otames is the patron of assassins and terrorists. Shosmayumi uses her and her followers to bring his demands to light, usually in the form of death, kidnapping and sabotage.
Pane	Neutral	Moon Nature Oceans	Pane is the epitome of nature; he cares little for the concerns, celestial wars and politics of the other gods and will strike out at good or evil so long as it brings forth a balance. His priesthood is the same, protecting nature from the predations of the mortal races. Good and evil have no bearing on them.
Phraotes	Chaotic Neutral	Mischief Animals Thunder	One of the great nature gods, Phraotes is a lively and jovial fellow who enjoys nothing more than a good prank. It is said that the sound of thunder on a cloudless day is the laughter of this god.
Pola	Chaotic Good	War Bold Causes Valor	Pola is the rebel goddess, a wild and carefree warrior who favors the brave and those who would fight oppression. She is constantly at odds with all deities of lawful and evil orientations.
Reshan	Neutral Evil	Guardianship	Reshan is quite insane; her corruption by Shosmayumi was devastating. Once the patron of guards and soldiers she has now become the patron to those who would hoard. Knowledge, wealth,

			food, nothing is to be shared and all is to be kept. Her priesthood consists of thieves and paranoid hermits and misers who are constantly adding more traps or hiding spots to protect their belongings.
Sautia	Neutral Good	Peace Diplomacy	Sautia is the goddess of peace and diplomacy; she despises war and those that would cause it. Her priesthood is made of pacifists and consummate diplomats and negotiators.
Shosmayumi	Chaotic Evil	Black Magic Evil	The god of magic and the spreader of evil, he was the cause of the Scale Wars and is constantly planning and scheming to destroy, imprison, enslave or corrupt all of the gods and mortals of Kamarathin.
Siterrist	Lawful Good	Hunting Darkness	Siterrist is the huntress, the patron of the night and the guardian of those who would travel beneath the moon. She is worshipped by rangers, hunters, trappers and druids and favors those that are active during the nighttime.
Tannermet	Lawful Evil	Disease Rot Undeath	Tannermet is a cruel, plotting and meticulous god, wishing nothing more than to watch the world rot away. His priesthood is very methodical and precise in their spread of disease, if a tad uncreative.
Tengiron	Lawful Good	Wisdom Light	Revered as a teacher, sage and banisher of ignorance, Tengiron's priests are considered to be the wisest and most learned members of any society. Many leaders often enlist her priests as advisors.
Testian	Chaotic Neutral	Metalworking	Testian is the smith of the gods and her priests are renowned for their craftsmanship. Testian is a strong believer in ones own talent and she refuses to let her priests share their secrets even among themselves.
Vamind	Lawful Neutral	Arts Rulership	Father to Ezema and Ofriena, Vamind is the guidance behind the patrons of the Arts and those that would craft a Kingdom. The orderly creation of a sculpture, painting or rulership is what Vamind holds dear.
Varro	Lawful Evil	Competition	Varro represents the dark side of competition; to him survival of the fittest is quite literal; the loser of any competition must die. However, he brooks no cheating and insures that all contests are fair.
Vashti	Lawful Evil	Earth	The goddess of volcanoes, earthquakes and all manner of earthbound calamities. She despises the mortals and all things that would desecrate her earth.
Xeruvames	Neutral	Fire Death	Xeruvames is the consummate berserker, exulting in battle; he rampages across the battlefield, slaying friend and foe alike. He represents Fire and Death and slays just as uncaringly as his sphere's of influence. Xeruvames despises only one thing and that is Tannermet, for undeath is the antithesis of this fiery warrior.
Xesina	Chaotic Good	Love Devotion	Xesina is one of the few deities that managed to escape the Scale Wars unscathed and thus retained her full power. Dedicated to the emotion of love and those who find themselves in its thrall, Xesina's priesthood is dedicated to helping find and enjoy this feeling. In addition Xesina represents devotion and loyalty to the ones you love and thus is a patron of families and friends. Those who place loyalty as a sacred institute will often find solace in this faith.

## Character Creation System

Building up the background for a character is often times the most difficult part of the character creation process for new (or even experienced) players. More often than not the player will pick a standard archetype and end up with a fairly cookie-cutter character.

Considering the flexibility of the HERO System, this is rather unfortunate. To alleviate that problem and to give players (new and old) a chance to spice things up a bit I have created the following creation system. This system takes some caveats, however. The first is that it assumes that all characters come from the Igardian Confederacy, this will be added to as I expand the game world. Second, it presumes that the player has no problem with an absolutely random character creation process from birth to early adulthood.

The system itself is a highly modified form of what can be found in Central Casting: Heroes of Legend.

The process is fairly straight forward. Simply start at **Table 1: Land of Origin** and follow the instructions. For the time being I am going to have the basic tables laid out and then I will add the expansion tables as I walk through and test the system. The sheer volume of possibilities will require a large amount of writing and I would prefer to generate those excess tables on an as needed basis.

Table 1: Land of Origin		
Roll	Land of Origin	Next Table
1-20	Igard: Borderlands	1A
21-40	Igard: Central Province	1A
41-60	Igard: Brurello Valley	1B
61-80	Igard: Eibre Mountains	1A
81-100	Igard: Eastern Coast	1C

Table 1A	Table 1B	Table 1C	Species	Next Table
Roll	Roll	Roll		
1-70	1-15	1-15	Human	2
71-85	16-85	16-30	Thorgon	2
86-100	86-100	31-100	Fex	2

Once your character's Species is determined go ahead and record it on your scratch paper.

Table 2: Cultural Background			
Species	Roll	Culture	Culture Mod
Human	1-25	Amo	-10
	26-75	Igardian	5
	76-100	Trisin	0
Thorgon	-	Lucani	0
Fex	-	Doresti	0

Record your characters Culture and Culture Mod on your scratch paper and give the character the appropriate Cultural Skill Package. Now go on to **Table 3: Igard Confederacy Social Status**.

When rolling on **Table 3: Igard Confederacy Social Status**, be sure to roll 1d100 and add your Culture Mod to the roll.

Table 3: Igard Confederacy Social Status		
Roll	Social Status	Social Mod
0 or less	Libertine/Destitute	-5
1-10	Libertine/Poor	-2
11-20	Libertine/Comfortable	-1
21-30	Civilian/Destitute	-3
31-40	Civilian/Poor	-1
41-50	Civilian/Comfortable	0
51-60	Citizen/Poor	0
61-70	Citizen/Comfortable	1



71-80	Citizen/Well-To-Do	3
81-90	Citizen/Wealthy	5
91-92	Equestrian/Poor	1
93-96	Equestrian/Comfortable	2
97-98	Equestrian/Well-To-Do	4
99-100	Equestrian/Wealthy	6
101-103	Patrician/Comfortable	5
104	Patrician/Well-To-Do	7
105	Patrician/Wealthy	9

Record your characters Social Status and Social Mod. Don't forget to add the appropriate Social Status Skill Package. Now go to **Table 4: Birth Legitimacy**.

Table 4: Birth Legitimacy			
Roll	Result	Legitimacy Mod	Next Table
1-18	Legitimate	0	5
19-20	Illegitimate	1d4	4A

If the character is Illegitimate, record the Legitimacy Mod and roll on the table below to determine the reason for being Illegitimate. Be sure to roll 1D20 and add your Culture Mod and Social Mod and subtract your Legitimacy Mod to the roll.

Table 4A		
Roll	Result	Next Table
12 or less	Mother was a common prostitute and never married.	5
13-14	Mother was raped and never married. There is a 15% chance that you know who your father was.	5
15-23	Mother was never married. There is a 50% chance that you know who your father was.	5
24 or higher	Mother was a courtesan (a prostitute for the nobility). There is a 50% chance that you know who your father was.	5

Be sure to roll 1D100 and add your Culture Mod and Social Mod and subtract your Legitimacy Mod to the roll.

Table 5: Family			
Roll	Result	Notes	Next Table
(-11) or less	None Known	Left to fend for yourself. Gain the Urban Survival Skill Package.	5A
(-10) – 0	None Known	Raised in an Orphanage.	5A (+2 to roll)
1-11	Grand Parents Only	Roll 1D6, on a 1-3: Mothers Side, 4-6: Fathers Side. If character is Illegitimate then it is always Mothers Side.	6
12-22	Single Grandparent	Roll 1D6, on a 1-3: Mothers Side, 4-6: Fathers Side. If character is Illegitimate then it is always Mothers Side. Roll an additional 1D6, on a 1-3: Grandmother, 4-6: Grandfather.	6
23-33	Aunt and Uncle	Roll 1D6, on a 1-3: Mothers Side, 4-6: Fathers Side. If character is Illegitimate then it is always Mothers Side.	6
34-44	Aunt or Uncle	Roll 1D6, on a 1-3: Mothers Side, 4-6: Fathers Side. If character is Illegitimate then it is always Mothers Side. Roll an additional 1D6, on a 1-3: Aunt, 4-6: Uncle.	6

45-56	Mother and Father Only		6
57-67	Extended Family including Mother and Father	Roll 1D4 to determine the number of each of the following family members: Grandparents, Aunts, Uncles, and Cousins. If the character is illegitimate then roll only a 1D2 for the Grandparents.	6
68-78	Mother Only		6
79-89	Father Only	Change to mother only if character is Illegitimate	6
90-100	Guardian		5B
101-107	None Known	Left to fend for yourself. Gain the Urban Survival Skill Package.	5A
107 or higher	None Known	Raised in an Orphanage.	5A (+2 to roll)

Roll	Result	Next Table
1-4	Civilian/Destitute	6
5-6	Civilian/Poor	6

Roll	Result	Notes	Next Table
1-8	Guardian	-	5C
9-20	Orphaned but adopted	Roll on Table 5 again but without any modifiers. If you roll this result again go to Table 5C	5

If Table 5A changes your Social Status then be sure to change your Social Mod and the Social Status Skills Package to properly reflect your new Social Status.

Roll	Result	Next Table
1-5	A Relative	5D (Re-roll results of Mother or Father)
6-8	Raised in an Orphanage.	5A (+2 to roll)
9-10	Adopted by another family	5
11	Raised by priests	5E
12	Raised by a family from a different culture. (See notes below)	1
13	Sold into indentured servitude to pay-off family debts.	5F
14	Raised on the street by outcasts (prostitutes, beggars, etc.). Gain Urban Survival Skill Package.	6
15	Raised by a Thieves Guild	5G
16	Passed from relative to relative until adulthood	6
17	Raised by an adventurer.	5H
18	You disappear for 1D10 years but cannot remember what happened.	6
19	Raised by wild beasts. Gain the Wildling Skill Package	6
20	Raised by monsters.	5I

If you roll a result of 12 on Table 5C, then you must go back to Table 1 start over to determine the family that you were raised by. This could result in a family that is of a different species. Do not change your species. If the new family results in a different culture and/or social status you will need to change your Cultural Skill Package, Culture Mod, Social Status Skill Package and Social Mod to accurately reflect your new family upbringing.

Roll	Result	Notes	Next Table
1-2	None	Character is an only child	7
3-9	1D3 Siblings	Roll 1D6 for each sibling. 1-3: Sister, 4-6: Brother	7

10-15	1D3+1 Siblings	Roll 1D6 for each sibling. 1-3: Sister, 4-6: Brother	7
16-17	1D4+2 Siblings	Roll 1D6 for each sibling. 1-3: Sister, 4-6: Brother	7
18-19	2D4 Siblings	Roll 1D6 for each sibling. 1-3: Sister, 4-6: Brother	7
20	+1D3 Illegitimate Siblings	Roll Again	6

Randomly determine the characters birth order and which siblings are older and/or younger.

Table 7: Time of Birth		
Roll	Month	Next Table
1	January	8
2	February	8
3	March	8
4	April	8
5	May	8
6	June	8
7	July	8
8	August	8
9	September	8
10	October	8
11	November	8
12	December	8

Roll 1D30 to determine which day of the month you were born on.

When rolling on **Table 8: Place of Birth**, be sure to roll 1D20 and add your Legitimacy Mod to the roll.

Table 8: Place of Birth			
Roll	Result	Birth Mod	Next Table
1-6	In the characters family home	-5	9
7-9	In a healers guild hall	-7	9
10	In a carriage while traveling	1	9
11	In a common barn	1	9
12-13	In a Foreign Land (Roll again on this table to determine the circumstances, ignoring this result)	2	8A
14	In a cave	5	9
15	In the middle of a field	1	9
16	In a forest	2	9
17 or higher	Exotic Location	-	8B

Table 8A		
Roll	Nation	Next Table
1-3	Castretmus	9
4-5	Anstin	9
6	Aregwedd	9
7	Cilan	9
8	Nelel	9
9	Edeynys	9
10	Gertrascet	9
11	Hodan	9
12	Iseslind	9
13	Jirand	9
14	Lucania	9
15	Raidolf	9

16-18	Sjirt	9
19	Tarvo	9
20	Trisin	9

Be sure to roll 1D100 and add your Birth Mod to the roll.

Table 9: Unusual Birth Circumstances		
Roll	Number of Occurrences	Next Table
60 or less	Nothing Unusual Occurred	10
61-76	1	9A
77-85	2	9A
86-92	2 (GM secretly determines 1)	9A
93-94	3	9A
95-97	3 (GM secretly determines 1D2)	9A
98	4	9A
99 or higher	4 (GM secretly determines 1D3)	9A

Table 9A																
Roll	Occurrence	Next Table														
1-5	A person of note in the vicinity of the characters home died when he or she was born.	10														
6-10	Wolves and dogs set up a howling at the moment of the characters birth	10														
11-20	Mother died in childbirth	10														
21-23	All glassware in the house suddenly shattered	10														
24-25	All milk in the area, soured at the time of birth	10														
26-27	Father believes the character is not his child, but the offspring of another man. This may or may not be true.	10														
28-31	Character has an identical twin (20% chance of being separated at birth).	10														
32-34	Water froze or boiled by itself	10														
35-37	Seasonally unnatural weather occurred	10														
38	Unnaturally potent storms raged	10														
39-41	Character born at exactly midnight. Roll on the chart below 1D3 times. <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>1</td> <td>+1D6 Skill Levels to spell casting skill rolls during the hour past midnight.</td> </tr> <tr> <td>2-3</td> <td>Nightvision</td> </tr> <tr> <td>4-5</td> <td>Character is an albino</td> </tr> <tr> <td>6</td> <td>-1D6 Skill Levels to spell casting skill rolls during the hour past noon.</td> </tr> <tr> <td>7</td> <td>+1 Skill Level to all Stealth related skills</td> </tr> <tr> <td>8-9</td> <td>+2 Skill Levels to Spell casting skill rolls at night</td> </tr> <tr> <td>10</td> <td>-2 Skill Levels to Spell casting skill rolls during daytime</td> </tr> </table>	1	+1D6 Skill Levels to spell casting skill rolls during the hour past midnight.	2-3	Nightvision	4-5	Character is an albino	6	-1D6 Skill Levels to spell casting skill rolls during the hour past noon.	7	+1 Skill Level to all Stealth related skills	8-9	+2 Skill Levels to Spell casting skill rolls at night	10	-2 Skill Levels to Spell casting skill rolls during daytime	10
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45-48	A seer declares that the character will be afflicted by an ancient family curse. Go to <b>Table 868: Curses</b> to determine what the curse is.	10														
49-53	The sky darkened when the character was born, like an eclipse.	10														
54-55	The house became infested with poisonous snakes the day after the birth.	10														
56	All gold in the house turned to lead	10														
57	All metal in the house turned into precious metal	10														



58-62	Character was left to die in the wilderness and was raised by foster parents	10
63-64	Character is born immediately after a tragedy. Roll on <b>Table 528: Tragedies</b> to determine the nature of the tragedy. Generally the newborn is blamed for it.	10
65-69	Character is born with an unusual birthmark. Go to <b>Table 866: Birthmarks</b> to determine the details.	10
70-75	Born with a curse. Go to <b>Table 868: Curses</b> to determine what the curse is.	10
76-81	Born with a blessing. Go to <b>Table 869: Blessings</b> to determine what the blessing is.	10
82-85	Character has a fraternal twin.	10
86	Character is one of a set of identical triplets.	10
87-88	Old hag/witch prophesizes the characters death. Go to <b>Table 545: Death Situations</b> to determine the prophecy.	10
89-93	Character is born with an unusual physical affliction. Go to <b>Table 874: Physical Afflictions</b> to determine the details.	10
94	Character is born psionic. Gain Psionic Skill Package.	10
95-99	A mysterious stranger bestows a gift on the character at birth. Go to <b>Table 863: Gifts and Legacies</b> to determine the details.	10
100	Roll twice more on this table and add 20 to the rolls.	9A
101-105	Mother was reported to be a virgin. No reasonable explanation is ever given for this.	10
106-110	Character is the offspring of a mortal and a daemon. Gain the Infernal template.	10
111-120	Character is the offspring of a mortal and a god. Gain the Divine template.	10

**Table 10: Parents** is designed to add some details to the person or persons that raised the character. If the occupation of the person(s) that raised the character has already been determined (or if they were not raised by a "person" at all) then ignore this table and go on to **Table 11: Childhood Events**.

**Table 10: Parents** refers to the "Head of Household", this represents whoever is in charge of the household that the character was raised in and could be a Mother, Father, Grandparent, Aunt or Uncle, etc.

Table 10: Parents			
Roll	Result	Next Table	
		Amo	All Others
1-12	Head of Household has one occupation	10A	10C
13-14	Head of Household has one primary occupation and a second part-time occupation.	10A	10C
15-16	Head of Household does not work. One other member of the household has an occupation.	10A	10C
17-18	Two members of the Household have occupations.	10A	10C
19	Head of Household is or was an adventurer	10D	10D
20	Head of Household does not have a discernible occupation but always seems to have money available when it is needed. GM secretly determines the reason on <b>Table 10E</b> .	10E	10E

Table 10A		
Roll	Result	Next Table
1-2	Craftsman	10F
3-8	Farmer. Gain Farmer Skill Package	10N
9-11	Fisherman. Gain Fisherman Skill Package	10N
12-13	Herdsmen. Gain Herdsman Skill Package	10N
14-15	Hunter. Gain Hunter Skill Package	10N
16-17	Warrior. Gain Warrior Skill Package	10N
18	Craftsman	10F
19	Merchant	10G

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20	Special Occupation	10B
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Table 10B		
Roll	Result	Next Table
1-7	Civilized Occupation	10C
8-9	Shaman. Gain Shaman Skill Package	10N
10	Healer/Herbalist. Gain Healer Skill Package	10N
11	Adventurer	10D
12	Career Criminal	10H
13	Warrior. Gain Warrior Skill Package	10N
14	Runeschrivjer. Gain A-Ar Bloodline Skill Package	10N
15	Shaman. Gain Shaman Skill Package	10N
16	Horsemaster. Gain Horsemaster Skill Package	10N
17	Explorer. Gain Explorer Skill Package	10N
18	Skald. Gain Skald Skill Package	10N
19	Forester. Gain Forester Skill Package	10N
20	Craftsman	10F

When rolling on **Table 10C**, make sure to roll 1D10 and add your Social Mod to it.

Table 10C		
Roll	Result	Next Table
5 or less	Lower Class Occupation	10I
6-7	Special Occupation	10J
8-11	Middle Class Occupation	10K
12-14	Upper Class Occupation	10L
15	Special Occupation	10J
16 or higher	Upper Class Occupation	10L

Table 10D		
Roll	Result	Next Table
1-2	Runeschrivjer. Gain A-Ar Bloodline Skill Package	10N
3-6	Priest	10M
7-11	Warrior. Gain Warrior Skill Package	10N
12-14	Thief. Gain Thief Skill Package	10N
15	Ranger. Gain Ranger Skill Package	10N
16	Shaman. Gain Shaman Skill Package	10N
17	Spirit Binder. Gain A-Ar Bloodline Skill Package	10N
18-19	Bard. Gain Bard Skill Package	10N
20	Seeker. Gain Seeker Skill Package	10N

Table 10E		
Roll	Result	Next Table
1	Gets money from a treasure hoard that he/she found while adventuring. Roll on <b>Table 10D</b> to determine past adventuring profession. Player does not know of this past and does not gain a skill package from it.	10-
2	"Parent" is secretly a thief and gets his/her income from stealing.	10-
3	"Parent" gets their money from a secret inheritance	10-
4	"Parent" chanced upon a buried treasure and takes from it as needed.	10-
5	"Parent" receives money from investments	10-
6	"Parent" counterfeits the money as needed	10-

Table 10F		
Roll	Result	Next Table
1	Blacksmith. Gain Blacksmith Skill Package.	10N
2	Potter. Gain Potter Skill Package.	10N
3	Weaver. Gain Weaver Skill Package.	10N
4	Stone Mason. Gain Stone Mason Skill Package.	10N
5	Bowyer. Gain Bowyer Skill Package.	10N
6	Baker. Gain Baker Skill Package.	10N
7	Butcher. Gain Butcher Skill Package.	10N
8	Carpenter. Gain Carpenter Skill Package.	10N
9	Tanner. Gain Tanner Skill Package.	10N
10	Rope Maker. Gain Rope Maker Skill Package.	10N
11	Leather Worker. Gain Leather Worker Skill Package.	10N
12	Cobbler. Gain Cobbler Skill Package.	10N
13	Basket Weaver. Gain Basket Weaver Skill Package.	10N
14	Cooper. Gain Cooper Skill Package.	10N
15	Painter. Gain Painter Skill Package.	10N
16	Spinner. Gain Spinner Skill Package.	10N
17	Dyer. Gain Dyer Skill Package.	10N
18	Fletcher. Gain Fletcher Skill Package.	10N
19	Sailmaker. Gain Sailmaker Skill Package.	10N
20	Saddle Maker. Gain Saddle Maker Skill Package.	10N

When rolling on Table 10G please roll 1D20 and add your Social Mod to it.

Table 10G		
Roll	Result	Next Table
0 or less	Pawnshop Owner. Gain Pawnshop Owner Skill Package.	10N
1	Caravan Master. Gain Caravan Master Skill Package.	10N
2	Trader. Gain Trader Skill Package.	10N
3	Tavernkeeper. Gain Tavernkeeper Skill Package.	10N
4	Innkeeper. Gain Innkeeper Skill Package.	10N
5	Dry Goods Seller. Gain Dry Goods Seller Skill Package.	10N
6	Curio Merchant. Gain Curio Merchant Skill Package.	10N
7	Snake Oil Salesman. Gain Con-Artist Skill Package.	10N
8	Book Seller. Gain Book Seller Skill Package.	10N
9	Clothing Seller. Gain Clothing Seller Skill Package.	10N
10	Weapon Shop Owner. Gain Weapon Shop Owner Skill Package.	10N
11	Fishmonger. Gain Fishmonger Skill Package.	10N
12	Green Grocer. Gain Green Grocer Skill Package.	10N
13	Wine Merchant. Gain Wine Merchant Skill Package.	10N
14	Importer. Gain Importer Skill Package.	10N
15	Furniture Dealer. Gain Furniture Dealer Skill Package.	10N
16	Slaver. Gain Slaver Skill Package.	10N
17	Carpet & Tapestry. Gain Tapestry Merchant Skill Package.	10N
18	Livestock Trader. Gain Livestock Trader Skill Package.	10N
19	Shipping Agent. Gain Shipping Agent Skill Package.	10N
20	Silk Merchant. Gain Silk Merchant Skill Package.	10N
21	Art Dealer. Gain Art Dealer Skill Package.	10N
22	Gem Merchant. Gain Gem Merchant Skill Package.	10N
23	Real Estate Broker. Gain Real Estate Broker Skill Package.	10N
24	Lumber Merchant. Gain Lumber Merchant Skill Package.	10N
25-28	Master Merchant: Roll 1D6+1 to determine the number of businesses he owns and	10N

	then roll on this table that many times. Ignore any future roll over 25. Gain Master Merchant Skill Package.	
29 or higher	Monopoly. Roll again to determine the business he owns and this person controls every single one of those businesses in the characters home city. Gain Executive Merchant Skill Package.	10N

Table 10H		
Roll	Result	Next Table
1	Murderer. Gain Murderer Skill Package.	10N
2	Kidnapper. Gain Kidnapper Skill Package.	10N
3	Guild Thief. Gain Thief Skill Package.	10N
4	Pickpocket. Gain Pickpocket Skill Package.	10N
5	Extortionist/Blackmailer. Gain Blackmailer Skill Package.	10N
6	Con-Artist. Gain Con-Artist Skill Package.	10N
7	Street Thief. Gain Thief Skill Package.	10N
8	Highwayman. Gain Highwayman Skill Package.	10N
9	Bandit. Gain Highwayman Skill Package.	10N
10	Professional Assassin. Gain Assassin Skill Package.	10N
11	Smuggler. Gain Smuggler Skill Package.	10N
12	Mugger. Gain Mugger Skill Package.	10N
13	Horse Thief. Gain Rustler Skill Package.	10N
14	Rustler. Gain Rustler Skill Package.	10N
15	Thug. Gain Thug Skill Package.	10N
16	Pimp. Gain Pimp Skill Package.	10N
17	Prostitute. Gain Prostitute Skill Package.	10N
18	Gang Leader. Gain Gang Skill Package.	10N
19	Rapist. Gain Kidnapper Skill Package.	10N
20	Pirate. Gain Pirate Skill Package.	10N

Table 10I		
Roll	Result	Next Table
1	Beggar. Gain Beggar Skill Package	10N
2-6	Farmer: Roll on the table below.	10N
	1-2 Freeman Farmer. Gain Farmer Skill Package	
	3 Herder. Gain Herder Skill Package	
	4 Sharecropper. Gain Farmer Skill Package	
7	Tinker. Gain Tinker Skill Package	10N
8	Sailor. Gain Sailor Skill Package	10N
9-10	Laborer. Roll on the table below.	10N
	1 Miner. Gain Miner Skill Package.	
	2 Stone Cutter. Gain Stone Cutter Skill Package.	
	3 Wood Cutter. Gain Wood Cutter Skill Package.	
	4 Charcoal Burner. Gain Charcoal Burner Skill Package.	
	5-6 Unskilled Laborer. Gain Laborer Skill Package.	
11	Launderer. Gain Launderer Skill Package.	10N
12-14	Fisherman. Gain Fisherman Skill Package.	10N
15	Household Servant. Roll on the table below.	10N
	1 Butler. Gain Butler Skill Package.	
	2 Cook. Gain Cook Skill Package.	
	3 Housekeeper. Gain Housekeeper Skill Package.	
	4 Gardner. Gain Gardner Skill Package.	
	5 Stable Hand. Gain Stable Hand Skill Package.	
	6 Footman. Gain Footman Skill Package.	

16	Tavern/Inn Employee. Roll on the table below.		10N
	1	Bartender. Gain Bartender Skill Package.	
	2	Serving Person. Gain Waiter Skill Package.	
	3	Housekeeper. Gain Housekeeper Skill Package.	
	4	Bouncer. Gain Thug Skill Package.	
17	Street Vender. Gain Trader Skill Package.		10N
18	Soldier		10O
19	Craftsman		10F
20	Tinker. Gain Tinker Skill Package		10N

Table 10J		
Roll	Result	Next Table
1	Professional Assassin. Gain Assassin Skill Package.	10N
2	Gladiator. Gain Warrior Skill Package.	10N
3	Adventurer.	10D
4	Career Criminal.	10H
5	Priest	10M
6	Runeschrivjer. Gain A-Ar Bloodline Skill Package	10N
7	Jack-Of-All-Trades. Gain Jack-Of-All-Trades Skill Enhancer.	10N
8	Bard. Gain Bard Skill Package	10N
9	Printer. Gain Printer Skill Package.	10N
10	Spy. Gain Assassin Skill Package.	10N
11	Guild Thief. Gain Thief Skill Package.	10N
12	Astrologer. Gain Astrologer Skill Package.	10N
13	Rumormonger. Gain Well Connected Skill Enhancer.	10N
14	Priest	10M
15	Spirit Binder. Gain A-Ar Bloodline Skill Package	10N
16	Professional Gambler. Gain Gambler Skill Package.	10N
17	Healer/Herbalist. Gain Healer Skill Package.	10N
18	Veterinarian. Gain Veterinarian Skill Package.	10N
19	Ship Builder. Gain Shipwright Skill Package.	10N
20	Roll Again	10J

Table 10K				
Roll	Result	Next Table		
1	Money Lender. Gain Money Lender Skill Package.	10N		
2-5	Merchant	10G		
6	Business Owner. Roll again on Table 10I to determine what business. The NPC does not actually do the work him or herself.	10I		
7-8	Craftsman	10P		
9	Instructor: Roll on the table below.		10N	
	1	Weapon Use. Gain Warrior Package.		
	2	Roll on Table 10Q to determine the skill he/she teaches.		
	3	Military Skill. Roll on the table below.		
		1		Table 10R
		2		Table 10S
		3		Table 10T
	4	A Craft. Roll on the table below.		
		1-2		Table 10F
		3-4		Table 10P
5-6		Table 10V		



10	Government Official.	10W
11	Craftsman	10F
12	Chef. Gain Cook Skill Package.	10N
13	An Overseer. Roll on Table 10I to determine the workers he oversees. Gain the appropriate Skill Package.	10I
14	Innkeeper. Gain Innkeeper Skill Package	10N
15	Scribe. Gain Scribe Skill Package.	10N
16	Guide. Gain Forester Skill Package.	10N
17	Ship Captain. Gain Sailor Skill Package.	10N
18	Engineer. Gain Engineer Skill Package.	10N
19	Teacher. Gain Teacher Skill Package.	10N
20	Tavern Owner. Gain Tavernkeeper Skill Package.	10N

Table 10L		
Roll	Result	Next Table
1	Runeschrijver. Gain A-Ar Bloodline Skill Package	10N
2	Engineer. Gain Engineer Skill Package.	10N
3	Architect. Gain Architect Skill Package.	10N
4	Chiurgeon. Gain Chiurgeon Skill Package.	10N
5-7	Merchant	10G
8	Craftsman	10V
9	Courtier/Courtesan. Gain Courtier Skill Package.	10N
10	Diplomat. Gain Diplomat Skill Package.	10N
11	Author/Playwright/Poet. Gain Poet Skill Package.	10N
12	Barrister. Gain Barrister Skill Package.	10N
13	Philosopher. Gain Philosopher Skill Package.	10N
14	Craftsman	10P
15	Interpreter. Gain Linguist Skill Enhancer.	10N
16	Government Official.	10W
17	Banker. Gain Moneylender Skill Package.	10N
18	Business Owner. Roll again on Table 10I to determine what business. The NPC does not actually do the work him or herself.	10I
19	Landlord. Roll 1D10 for number of properties owned. Gain Real Estate Broker Skill Package.	10N
20	Guild Master.	10P

**Table 10M** determines the religious orientation of a Priest NPC. The character will acquire the Religious Upbringing Skill Package that is appropriate for the religious orientation rolled below.

Table 10M				
Roll	Lucani	Doresti	All Others	Next Table
1-2	Sorcerer-Priest	Manes	Red Gods	10N
3-4	Sorcerer-Priest	Shosmayumi	Red Gods	10N
5-20	Sorcerer-Priest	Fendirisha	Red Gods	10N
21-22	Sorcerer-Priest	Ispa	Yellow Gods	10N
23-24	Sorcerer-Priest	Pola	Yellow Gods	10N
25-26	Sorcerer-Priest	Xesina	Yellow Gods	10N
27-28	Sorcerer-Priest	Phraotes	Yellow Gods	10N
29-30	Sorcerer-Priest	Testian	Yellow Gods	10N
31-32	Sorcerer-Priest	Chulashmel	Yellow Gods	10N
33-34	Sorcerer-Priest	Eiri	Yellow Gods	10N
35-36	Sorcerer-Priest	Tannermet	Yellow Gods	10N
37-38	Sorcerer-Priest	Varro	Yellow Gods	10N

39-40	Sorcerer-Priest	Vashti	Yellow Gods	10N
41-42	Sorcerer-Priest	Ereldar	Yellow Gods	10N
43-44	Sorcerer-Priest	Maidet	Yellow Gods	10N
45-46	Sorcerer-Priest	Ofrinea	Yellow Gods	10N
47-48	Sorcerer-Priest	Sitterist	Yellow Gods	10N
49-50	Sorcerer-Priest	Tengiron	Yellow Gods	10N
51-52	Sorcerer-Priest	Deelath	Blue Gods	10N
53-54	Sorcerer-Priest	Ezema	Blue Gods	10N
55-56	Sorcerer-Priest	Ezemend	Blue Gods	10N
57-58	Sorcerer-Priest	Jannet	Blue Gods	10N
59-60	Sorcerer-Priest	Lamber	Blue Gods	10N
61-62	Sorcerer-Priest	Mininyen	Blue Gods	10N
63-64	Sorcerer-Priest	Nantunas	Blue Gods	10N
65-66	Sorcerer-Priest	Vamind	Blue Gods	10N
67-82	Sorcerer-Priest	Pane	Blue Gods	10N
83-84	Sorcerer-Priest	Xeruvames	Blue Gods	10N
85-86	Sorcerer-Priest	Nemera	Blue Gods	10N
87-88	Sorcerer-Priest	Otames	Blue Gods	10N
89-90	Sorcerer-Priest	Reshan	Blue Gods	10N
91-92	Sorcerer-Priest	Mani	Blue Gods	10N
93-94	Sorcerer-Priest	Maserestus	Blue Gods	10N
95-96	Sorcerer-Priest	Octitius	Blue Gods	10N
97-98	Sorcerer-Priest	Sautia	Blue Gods	10N
99-100	Sorcerer-Priest	Merele	Blue Gods	10N

**Table 10N** creates noteworthy characteristics of the NPC. Please roll 1D3 times on the table below. Sometimes you will be asked to go to another table to generate some detail or other. If asked to do so, then generate the specific detail and then return here until all 1D3 traits are finished, then go on to **Table 11: Childhood Events**.

Table 10N																		
Roll	Result	Next Table																
1	Noted for a particular personality trait. Roll on the table below. <table border="1" style="width: 100%;"> <tr><td>1-3</td><td>Table 647: Light Traits</td></tr> <tr><td>4-5</td><td>Table 648: Dark Traits</td></tr> <tr><td>6</td><td>Table 649: Exotic Traits</td></tr> </table>	1-3	Table 647: Light Traits	4-5	Table 648: Dark Traits	6	Table 649: Exotic Traits	11										
1-3	Table 647: Light Traits																	
4-5	Table 648: Dark Traits																	
6	Table 649: Exotic Traits																	
2	NPC had 1D3 Unusual Birth Circumstances. Roll these on <b>Table 9: Unusual Births</b> with no modifiers.	11																
3	Devotes time to a hobby. Roll on Table 427: Hobbies	11																
4	Possesses an unusual item. Roll on Table 863: Gifts and Legacies	11																
5	NPC is particularly inventive, creative, possibly even artistic	11																
6	NPC was affected by an exotic event that is spoken of often. Roll on Table 544: Exotic Events	11																
7	NPC talks of a legendary lost treasure and even has vague hints as to its possible location	11																
8	NPC has an obsession regarding something that happened (or might happen). Roll on the table below. <table border="1" style="width: 100%;"> <tr><td>1</td><td>A relationship with someone. Roll on Table 750: Others</td></tr> <tr><td>2</td><td>A significant event from their past. Roll on Table 11: Childhood Events</td></tr> <tr><td>3</td><td>The working out of a personality trait. Roll on the table below.  <table border="1" style="width: 100%;"> <tr><td>1-3</td><td>Table 647: Light Traits</td></tr> <tr><td>4-6</td><td>Table 648: Dark Traits</td></tr> </table> </td></tr> <tr><td>4</td><td>The accomplishment of a motivation. Roll on Table 1000: Motivations</td></tr> <tr><td>5</td><td>Accomplishing a future event. Roll on Table 217: Adulthood Events</td></tr> <tr><td>6</td><td>Preventing a future event. Roll on Table 217: Adulthood Events</td></tr> </table>	1	A relationship with someone. Roll on Table 750: Others	2	A significant event from their past. Roll on Table 11: Childhood Events	3	The working out of a personality trait. Roll on the table below. <table border="1" style="width: 100%;"> <tr><td>1-3</td><td>Table 647: Light Traits</td></tr> <tr><td>4-6</td><td>Table 648: Dark Traits</td></tr> </table>	1-3	Table 647: Light Traits	4-6	Table 648: Dark Traits	4	The accomplishment of a motivation. Roll on Table 1000: Motivations	5	Accomplishing a future event. Roll on Table 217: Adulthood Events	6	Preventing a future event. Roll on Table 217: Adulthood Events	11
1	A relationship with someone. Roll on Table 750: Others																	
2	A significant event from their past. Roll on Table 11: Childhood Events																	
3	The working out of a personality trait. Roll on the table below. <table border="1" style="width: 100%;"> <tr><td>1-3</td><td>Table 647: Light Traits</td></tr> <tr><td>4-6</td><td>Table 648: Dark Traits</td></tr> </table>	1-3	Table 647: Light Traits	4-6	Table 648: Dark Traits													
1-3	Table 647: Light Traits																	
4-6	Table 648: Dark Traits																	
4	The accomplishment of a motivation. Roll on Table 1000: Motivations																	
5	Accomplishing a future event. Roll on Table 217: Adulthood Events																	
6	Preventing a future event. Roll on Table 217: Adulthood Events																	

9	NPC has a secret identity. Roll on Table 3: Igard Confederacy Social Status and then determine the profession of the secret identity.	11
10	NPC has a patron. Roll on Table 543: In Service Of...	11
11	NPC is a military veteran. Roll on Table 12: Military Experience.	11
12	NPC is very religious and tries to evangelize others to join his faith. Roll on Table 10M to determine the religion.	11
13	NPC is noted for (or hesitant to speak about) something that occurred in their past. Roll on the table below.	11
	1 Roll on Table 217: Adulthood Events. NPC is famous; possibly even a hero, for this event.	
	2 Roll on Table 217: Adulthood Events. NPC is persecuted; possibly even villainized, for this event.	
	3 NPC is locally important and not just another face in the crowd	
	4 Roll on Table 217: Adulthood Events. NPC will not talk about this event.	
14	NPC's family relationship involves something noteworthy. Roll on the table below.	11
	1 NPC is particularly loving towards his family	
	2 NPC does not love his family or children	
	3 NPC is unfaithful to spouse	
	4 NPC was previously married 1D4 times	
15-16	NPC was originally from another land. Roll on Table 8A	11
17	NPC was originally from a different Social Status. Roll on Table 3: Igard Confederacy Social Status	11
18	NPC has noteworthy friends and/or enemies. Roll on table below.	11
	1 NPC has a rival. Roll on Table 762: Rivals to determine the nature of the rivalry. Roll 1D6 on a result of 5-6, the rivalry extends to the player.	
	2 NPC had many enemies. Roll 1D10+2 to determine the number. Roll on Table 762: Rivals to determine the nature of each enemy. Roll 1D6 on a result of 5-6, the enemy extends to the player.	
	3 NPC had many friends. Roll 1D10+2 to determine the number.	
	4 NPC has 1D6+1 jilted lovers	
	5 NPC had a companion. Roll on Table 761: Companions	
	6 Roll twice more on this table, re-rolling 6's and duplicates.	
19	NPC was horribly wounded. Roll on Table 870: Serious Wounds	11
20	NPC is noted for their extremely unusual personality. Roll 1D3 times on Table 649: Exotic Traits	11

Table 10W		
Roll	Result	Next Table
1	Scribe. Gain Scribe Skill Package.	10N
2	Clerk. Gain Clerk Skill Package.	10N
3	Legionnaire. Gain Legionnaire Skill Package.	10N
4	Military Tribune. Gain Military Tribune Skill Package.	10N
5	Decurion. Gain Decurion Skill Package.	10N
6-7	Quaestor. Gain Quaestor Skill Package.	10N
8	Diplomat. Gain Diplomat Skill Package.	10N
9	Aedile. Gain Aedile Skill Package.	10N
10-11	Praetor. Gain Praetor Skill Package.	10N
12	Consul. Gain Consul Skill Package.	10N
13	Plebian Tribune. Gain Plebian Tribune Skill Package.	10N
14	Secret Policeman. Gain Secret Policeman Skill Package.	10N
15	Legionnaire. Gain Legionnaire Skill Package.	10N
16	Army Officer. Go to Table 538: Military Rank to determine the actual rank.	10N
17	Aedile. Gain Aedile Skill Package.	10N
18	Senator. Gain Senator Skill Package.	10N
19	Quaestor. Gain Quaestor Skill Package.	10N

20	Spy. Gain Spy Skill Package.	10N
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When rolling on **Table 11: Childhood Events**, be sure to roll 1d20 and add your Social Mod to the roll. Roll 1D3 times on this table. These events all happen between 1 and 12 years old. Once all of those have been determined, roll on this table 1D3 more times, the second set of events all happen between 13 and 18 years old.

Table 11: Childhood Events			
Roll	Event	Next Table	
-2 or less	All public assistance is terminated because the country is at war. This causes bloody riots in the poor sectors of towns and villages. The characters family is very much involved in these uprisings against the ruling class.	12	
-1	While foraging in a trash heap the character finds an unusual object.	863	
0	Reroll, but do not add your Social Mod	11	
1	Characters friends involve him or her in illegal activities.	534	
2	A tragedy occurs	528	
3	Something wonderful occurs	529	
4	Learn an unusual skill	876	
5	Learn head of household's occupation to full competency. If no head of household or patron then re-roll	12	
6	Character runs away from home. Roll on table below.	12	
	1 ...and never returns		
	2 ...but returns after 1D8 days		
	3 ...but returns after 1D12 months		
	4 ...but returns after 1D6 years		
	5 ...to a distant land. Roll on Table 8A to determine which land.		
	6 ...and joins the circus		
	7 ...and falls into the hands of criminals. Roll on Table 534: Underworld Experience to see what happens.		
	8 ...and lives with another culture. Roll on Tables 1 and 2 to determine the culture.		
	9 ...and wanders the land. Gain Forester Skill Package.		
	10 Roll 1D3+1 times on this sub-table ignoring this result and combine the results into a single storyline.		
7	Character has a religious experience	541	
8	Family has the following attitudes towards the character. Roll on the table below.	12	
	1 Character is loved by parents or guardian		
	2 Character is unloved		
	3 Family has great plans for the character and expects character to fulfill those plans		
	4 Family does not approve of characters friends		
	5 Family encourages characters interests		
	6 One parent is distant and cold towards the character		
9	Character saves a Patron	543	
10-11	A special Age Specific event takes place. If this is during childhood roll on Table 11A. If this is during adolescence then roll on Table 11B.	11A/11B	
12	Gain a friend	750	
13	A culture specific event takes place. See table below.	12	
	Amo		Table 11C
	Doresti		Table 11D
	Igardian		Table 11E
	Lucani		Table 11F
	Trisin		Table 11G
14	Roll on this table 1D3 times. All of these events happened within the same year.	12	
15	An exotic event occurred	544	
16	A change or upheaval occurs in the characters family.	11H	
17	Something bad happens to the character. Roll on the table below.	12	

	1	Character is abused by someone. Roll on Table 750: Others	
	2	A tragedy occurs. Roll on Table 528: Tragedies	
	3	Character is cursed by someone. Roll on Table 868: Curses	
	4	Character acquires a rival. Roll on Table 762: Rivals	
18	Something god happens to the character. Roll on the table below.		12
	1	Character inherits a large sum of money. 10x the starting wealth of the character.	
	2	Character is blessed for a good deed. Roll on Table 869: Blessings	
	3	Something wonderful occurs. Roll on Table 529: Something Wonderful	
	4	Character acquires a companion. Roll on Table 751: Companions	
19	A special Age Specific event takes place. If this is during childhood roll on Table 11A. If this is during adolescence then roll on Table 11B.		11A/11B
20	Character develops jaded tastes for exotic and possibly expensive pleasures		12
21	Roll again on this table without the Social Mod and subtract 1 from the roll		11
22	Rivals force the family to move or face reprisals		1
23	Something wonderful occurs		529
24	A tragedy occurs		528
25	Wealthy characters re-roll and add your Social Mod +5 to the roll. All others re-roll and your Social Mod +2 to the roll.		11
26	Character is betrothed in a political marriage to be consummated once the character reaches adulthood.		12
27	Head of Household is made a close advisor of a local ruler		12
28	Family travels widely, visiting several countries. Gain Linguist Skill Enhancer		12
29	A special tutor teaches the character an unusual skill		876
30	Family throws an extravagant birthday party for the character. After it is over there is an unusual gift with no card or way of knowing who it is from.		863
31	Character exhibits symptoms of an exotic personality		649
32	Family gives the character 1D10 slaves		12
33 or higher	Family gives the character a personal estate of 1D10 square miles		12

Roll	Event	Next Table
1	A kindly neighbor schools the character. Gain literacy in one language	12
2	Character becomes emotionally attached to a toy and cannot bear to be parted from it for 2D10 years	12
3	Character has a collection of related items, such as pretty rocks, animal skulls, dolls, sticks, leaves, etc.	12
4	Character has a close friendship with a sibling (or a cousin if no siblings exist). Sibling is either the next oldest or next youngest in relation to the character	12
5	Character has an imaginary friend	12
6	Character is a childhood prodigy of an unusual skill. Roll on Table 876: unusual Skills to determine what that is.	12
7	Character learns use of a weapon appropriate to his culture and social status.	12
8	The character and friend discover a secret hiding place near his home. The hiding place remains undiscovered and undisturbed at least until he becomes an adult.	12
9	The character becomes proficient at a sporting event. Gain an appropriate sports skill	12
10	A friend of the family, an old warrior, tells the character grand tales of adventure and daring do.	12
11	The character becomes well-known, even famous for the occurrence of an event in his life. Roll on Table 11: Childhood Events to determine what that is.	12
12	One of the characters grandparents dies of natural causes in the presence of the character. Roll 1D10, on a result of 8-10 the grandparent entrusts the character with a secret.	12
13	The character witnesses a crime being committed by 1D4 persons. The perpetrators	12

	of the crime see the character, but are unable to catch him. It may be possible that these criminals still seek the character even now. Roll on Table 875: Crimes to determine the crime that was witnessed.											
14	A culture specific event takes place. See table below. <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Amo</td> <td>Table 11C</td> </tr> <tr> <td>Doresti</td> <td>Table 11D</td> </tr> <tr> <td>Igardian</td> <td>Table 11E</td> </tr> <tr> <td>Lucani</td> <td>Table 11F</td> </tr> <tr> <td>Trisin</td> <td>Table 11G</td> </tr> </table>	Amo	Table 11C	Doresti	Table 11D	Igardian	Table 11E	Lucani	Table 11F	Trisin	Table 11G	12
Amo	Table 11C											
Doresti	Table 11D											
Igardian	Table 11E											
Lucani	Table 11F											
Trisin	Table 11G											
15	An exotic event occurred	544										
16	Through a brief misadventure, the character discovers that he is the nearly exact twin of a young noble. Roll on Table 758: Nobles to determine the ranking.	12										
17	A tragedy occurs	528										
18	Something wonderful occurs	529										
19	An even that would normally occur in adolescence occurs.	11B										
20	The character acquires a hobby. Roll on Table 427: Hobbies to determine what it is.	12										

The events on **Table 11H** may result in a change to your Culture or Social Status. If this occurs be sure to change your Culture Mod or Social mod to the represent the new scores. Just erase the old scores and replace them. Once you have finished with this table, return to the table that originally sent you here.

Table 11H		
Roll	Event	Next Table
1-2	Family moves to another district. If this event happens during childhood change the characters culture to represent the new one. If this happens during adolescence, record the move but don't change the characters cultural information	1
3	Character changes social status	3
4	Head of household changes occupations	10
5	Parents split up. Roll 1D6. On a result of 1-3 character stays with Mother on a result of 4-6 character stays with father. The parent the character stays with remarries in 1D3 years. If character was raised by someone other than parents Reroll.	12
6	Roll twice on this table. Reroll duplicates and any result over 5.	11H

Within the Igard Confederacy it is mandatory to enlist in the military for a term of 4 years in order to gain or maintain citizenship. If you do not want your character to be a full-fledged citizen with all of the inherent rights you may skip this table and go straight to Table 13: Adulthood Events. If you chose to do so change your social status to Civilian. This requirement is only for men as women are expected to have been married off by the time they reach adulthood. However, women are free to join the military as well if they so chose.

Military enlistment starts at age 16.

Roll 1D20 and add your Social Mod. Once you determine your Military Branch go on to Table 12A.

Table 12: Military Experience				
Amo	Lucani	Doresti	Trisin/Igardian	Branch
10 or less	1 or less	5 or less	1 or less	Light Infantry. Gain Infantry Basic Package.
11	2-9	6	2-3	Archers. Gain Archer Basic Package.
12	-	7	4-5	Medium Infantry. Gain Infantry Basic Package.
13	-	-	6-7	Heavy Infantry. Gain Infantry Basic Package.
14	-	8-13	8-9	Navy. Gain Sailor Package.
15	10	14-15	10-11	Light Cavalry. Gain Cavalry Basic Package.
16	-	16-17	12-13	Medium Cavalry. Gain Cavalry Basic Package.
17	-	-	14-15	Heavy Calvary. Gain Cavalry Basic Package.
18	11	-	16-17	Chariots. Gain Chariot Basic Package.



19	12-19	18-19	18-19	Special Forces. Roll on Table 537: Special Forces to determine type.
20 or more	20 or more	20 or more	20 or more	Noncombat Duty. Roll on Table 536: Noncombat Duty to determine type.

Roll 1D3 times on Table 12A. If your branch is Noncombat Duty; be sure to add 5 to your rolls on Table 12A.

Table 12A																
Roll	Military Event	Next Table														
1-6	Battle	12B														
7-8	Character reenlists for an additional 5 years. Roll an additional 1D4 events on this table. Roll 1D6, on a result of 6 the character is promoted.	12A														
9	Character's prowess and obvious intelligence earn him a reassignment to a Special forces unit for the remainder of his enlistment. Roll on Table 537: Special Forces to determine the new unit.	13														
10	Character is transferred to a noncombat unit for the remainder of his enlistment. Roll on Table 536: Noncombat Duty to determine the new unit.	13														
11	Character is promoted one rank	13														
12	Characters unit is involved in numerous skirmishes. Roll 1D10, on a result of 8-10 roll on Table 12B.	13														
13	Characters unit is ambushed by a superior force. Determine outcome as normal for Table 12B but subtract 4 from the Characters Unit Roll.	12B														
14	Characters unit is involved in a plot to overthrow the government and take control of the land. A battle is fought; determine the result as normal on Table 12B. If the characters unit wins then the commanding officer becomes the new ruler. If the characters unit loses then go to Table 875: Crimes and assign the punishment as if the character had rolled a 9 on that table.	12B														
15	Character's prowess and obvious intelligence earn him a reassignment to a Special forces unit for the remainder of his enlistment. Roll on Table 537: Special Forces to determine the new unit.	13														
16	A disease ravages the army. Roll 1D6, on a result of 6 the character becomes sensitive to the cold and damp, as if he had an allergy to it.	13														
17	Character reenlists to a different branch for an additional 5 years. Roll an additional 1D4 events on this table. Roll on Table 12 to determine the new unit.	12A														
18	Character learns a new weapon skill	13														
19	The characters enlistment is extended by 1D4 years due to a major war that breaks out. The fighting is intense. Roll 2 additional events for each year of the war. Each roll is made with -5 modifier.	12A														
20-21	A fierce war breaks out. The situation is grim. All Noncombat troops are put in the field as light infantry. Roll on the table below to determine who the enemy is. The characters unit is in the thickest of the fighting for many months and sees more action than most. 1D4+1 battles occur and the results are determined on Table 12B for each one. <table border="1" data-bbox="295 1563 959 1783"> <tr> <td>1-3</td> <td>Armies from a neighboring land</td> </tr> <tr> <td>4</td> <td>Armies of monsters</td> </tr> <tr> <td>5-6</td> <td>A civil war</td> </tr> <tr> <td>7</td> <td>A peasant rebellion</td> </tr> <tr> <td>8</td> <td>A war of succession to determine a new ruler</td> </tr> <tr> <td>9</td> <td>A holy war against enemies of the main religion</td> </tr> <tr> <td>10</td> <td>Monsters from another plane</td> </tr> </table>	1-3	Armies from a neighboring land	4	Armies of monsters	5-6	A civil war	7	A peasant rebellion	8	A war of succession to determine a new ruler	9	A holy war against enemies of the main religion	10	Monsters from another plane	12B
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8	A war of succession to determine a new ruler															
9	A holy war against enemies of the main religion															
10	Monsters from another plane															
22-23	Character increases his basic training package by one level	13														
24	Characters unit is assigned to accompany a combat unit in the field. Reroll on this table but do not add 5 to the roll.	12A														
25	Roll one event on Table 543: In the Service of... assuming that the patron is the commander of the characters unit.	13														

When rolling on Table 12B you are determining the results of a battle. The first thing to determine is whether or not the characters unit won or lost. To do this; roll 1D20 twice. The first roll is for the Characters Unit, the second is for the Enemy's Unit. The highest roll wins. Next we determine what actually transpired as a result of the battle. Roll 1D20 on Table 12B, be sure to add 2 to the roll if the characters unit won and subtract 2 if they lost.

Table 12B		
Roll	Battle Results	Next Table
1 or less	The carnage was awesome. 1D100% of the characters unit were killed. The character fought poorly and almost dies when he received a serious injury. Roll 1D6, on a result of 6 the characters military career is ended due to the injury. Roll on Table 870: Serious Wounds to determine the specific injury.	13
2	Serious casualties. The character has an impressive scar to show for it.	13
3	The horror of it all caused the character to develop an exotic personality. Roll on Table 649: Exotic Traits to determine the specifics.	13
4-5	Roll on this table 1D3+1 times ignoring this result if rolled again. Do not add any modifiers to these rolls.	12B
6-7	Character sees action but nothing noteworthy.	13
8	Character fought well. Many foes died at his hands. Roll 1D6, on a result of 5-6 the character can increase his skill with one weapon by 1 level	13
9	Character fought well and with notable heroism. Many comrades owe their lives to his heroics. The character is promoted one rank for his valor. Roll 1D6, on a roll of 4-6 the character can increase his skill with one weapon by 1 level	13
10	The character is captured and enslaved. Military service ends. Roll on Table 539: Enslaved to determine the results.	13
11	Regardless of performance in battle the character is decorated for his heroism. If characters Social Status is increased by 1 rank.	13
12	Character was a coward in battle. Roll 1D6, on a result of 5-6 no one seemed to have noticed but the character must live with his actions.	13
13	Characters best friend dies at his side.	13
14	Character is the only survivor of his unit.	13
15	Character deserts during the battle revealing to all his cowardice.	13
16	Character is personally responsible for the deaths of 1D10 of his comrades.	13
17	Character slays the leader of the enemy	13
18	Character's immediate superior officer is slain and he assumes the command and retains the new rank.	13
19	Regardless of his performance in battle the character is accused of dereliction of duty and is demoted 1 rank. If he is only a Legionnaire he is expelled from the military.	13
20	An act of the character reverses the battles outcome. Roll 1D6, on a result of 6 the character is recognized for the deed. If this action caused the battle to be lost the character is demoted 1D3 ranks. If the action caused the battle to win the character is promoted 1 rank.	13
21	The winner's side suffers light casualties. Roll 2D10 on this table for another result.	12B
22	The loser's side is utterly destroyed. Character may add an additional 2 to any further rolls on this table.	13

When rolling on **Table 13: Adulthood Events**, be sure to roll 2d20 and add your Social Mod to the roll. Roll only once on this table.

Table 13: Adulthood Events		
Roll	Adulthood Events	Next Table
-1 or less	While foraging or hunting for food the character has an encounter with a trapped predatory beast. Instead of slaying it the character frees it. The freed creature disappears. Later the character is trapped and the same beast returns to free the	Finished

	character.	
0	To earn a living, the character learns a new occupation. Roll on Table 10 to determine the new occupation.	Finished
1-2	Something Wonderful. Roll on Table 529: Something Wonderful to determine the details	Finished
3-4	A tragedy occurs. Roll on Table 528: Tragedies to determine the specifics	Finished
5	Learn an unusual skill. Roll on Table 876: Unusual Skills to determine the specifics	Finished
6	The character participates in a rebellion against a local authority. Roll 1D10, on a result of 9-10 the rebellion was successful and the local ruler is deposed. Any other result means that any known participants are officially outlawed and have a price on their heads. Roll 1D10 again if the rebellion failed, if the result is 1-9, only a few close friends know of the characters involvement. The result of 10 means the character is an outlaw.	Finished
7	Character serves a patron. Roll on Table 543: In the Service of... to determine the results.	Finished
8	Character has wanderlust and decides to travel. Roll 1D6 to determine the number of years the character spends traveling. Roll on the table below.	Finished
	1 Visit most of the major cities and towns in the land. Gain the Traveler Skill Package.	
	2 Sign on as a sailor. Gain the sailor Skill package	
	3 Journey to the Mountains. Gain the Mountain Survival Package	
	4 Investigate the nearby dark woods. Gain the Forest Survival Package	
	5 Travel to a distant land. Roll on Table 8A to determine the land. Gain fluency with the native language	
	6 Live with a different culture. Roll on Table 1 to determine the culture and gain their Cultural Skill Package	
	7-8 Roll 1D6 twice on this table, rerolling duplicates.	
9-10	Character has a religious experience. Roll on Table 541: Religious Experience to determine the details	Finished
11	The character saves someone's life. This person becomes the characters companion. Roll on Table 761: Companions to determine the details.	Finished
12-13	A culture specific event takes place. See table below.	Finished
	Amo Table 11C	
	Doresti Table 11D	
	Igardian Table 11E	
	Lucani Table 11F	
	Trisin Table 11G	
14	1D3 additional events happen during the same year	Finished
15	An exotic event takes place. Roll on Table 544: Exotic Events to determine the details	Finished
16	Learn a weapon skill appropriate to the characters culture	Finished
17	Something bad happens to the character. Roll on the table below.	Finished
	1 A tragedy occurs. Roll on Table 528: Tragedies to determine the specifics	
	2 Character acquires a curse. Roll on Table 868: Curses to determine specifics	
	3 Character acquires a rival. Roll on Table 762: Rivals to determine specifics	
18	Something good happens to the character. Roll on the table below.	Finished
	1 Character gains a blessing. Roll on Table 869: Blessings to determine the specifics	
	2 Something Wonderful. Roll on Table 529: Something Wonderful to determine the details	
	3 Character gains a companion. Roll on Table 761: Companions to determine the details.	
19	The character becomes famous for an event. Reroll on Table 13 to determine what the event is	Finished
20	Character develops an exotic personality trait. Roll on Table 849: Exotic Traits to determine the specifics	Finished
21	Character inherits an item from a relative. Roll on Table 863: Gifts and Legacies to determine the specifics	Finished
22	Roll again on this table without adding in the Social mod and subtract 1D3 from the roll	Finished

23-24	Character becomes involved in illegal activities. Roll on Table 534: Underworld Experience to determine the specifics	Finished
25	Learn to use an unusual weapon	Finished
26-28	Character joins the military. Roll on the table below, and then roll on Table 12: Military Experience.	Finished
	1   Character was drafted during wartime	
	2   Character patriotically volunteered	
	3   Character was rounded up by a press gang who needed to meet a quota	
29-32	The character has a romantic encounter. Roll on Table 542: Ah! Love to determine the specifics	Finished
33	The character acquires a hobby. Roll on Table 427: Hobbies to determine the specifics	Finished
34	Character develops jaded tastes for exotic and expensive pleasures	Finished
35-36	The character is accused of a crime that he did not commit. Roll on Table 875: Crimes and then roll on the table below.	Finished
	1-3   Character suffers the punishment for the crime	
	4   Character is found innocent but not before an embarrassing trial	
	5   Character is captured but then rescued by the individuals that committed the crime. He joins the criminals to avoid the authorities. Roll on Table 534: Underworld Experience to determine the specifics.	
	6   Character is sold into slavery. Roll on Table 539: Enslaved to determine the specifics.	
37-38	Add 1D6 years to the characters age and roll 1D3 more events on Table 13. Ignore this result if rolled again.	Finished
39	Gain a personality trait. Roll on the table below.	Finished
	1   Roll on Table 318B: Neutral Trait	
	2   Roll on Table 647: Light Trait	
	3   Roll on Table 648: Dark Trait	
	4   Roll on Table 649: Exotic Trait	
40-41	Character improves one occupation skill package by 1D3 levels. If the character does not have an occupation skill package, generate one from Table 10.	Finished
42-44	Roll again and add 5 to the roll in addition to the Social Mod	Finished
45	Character is made a close advisor to a local ruler	Finished
46-48	Character develops an exotic trait. Roll on Table 649: Exotic Traits to determine the specifics	Finished
49-50	Family sends the character a servant (much like a butler) that refuses to leave the characters side. Roll on Table 761C to determine the true nature of the servant.	Finished
51-53	Someone of a social status one level lower than the character proposes a political marriage in order to gain a social advantage.	Finished
54-58	A radical change in the political structure of the land drops the characters social status to Citizen/Poor and strips him and his family of all noble advantages. Roll 1D6 on a result of 5-6 the character and his family are now outlaws.	Finished

When rolling on **Table 528: Tragedies** roll 1D20 and add your Social Mod to the roll.

Table 528: Tragedies	
Roll	Tragedy
-2 or less	Wild carnivorous beasts attack. The character receives a serious injury but survives. He is forced to watch 1D4 friends or family devoured by the beasts. Roll on Table 780: Serious Wounds to determine specific injury
-1	Reroll but do not add your Social mod to the roll
0	Imprisoned for a crime the character did not commit. Roll on Table 875: Crimes to determine the specifics
1	If the character has children, one of them dies. Roll on the table below. If no children then Reroll.
	1-2   An accident
	3   A fire

	4-5	Disease
	6	Someone's actions. Roll on Table 750: Others to determine who it was that caused the death, then roll on Table 545: Death Situations to determine specifics
2	Parents or guardians are imprisoned for not being able to pay taxes. Roll on Table 546 to determine what happens to the character.	
3	A favorite pet dies painfully. Roll 1D6, on a result of 5-6 the death was caused by someone. Roll on Table 750: Others to determine who caused the death.	
4	Parents/guardians die. Roll on Table 546 to determine the results.	
5	The village or small town where the character lives is wiped out. If the character lives in a large town or city then the area in which the character lives is destroyed. Roll 1D6 for each family member, on a result of 5-6 that relative is killed in the destruction. Roll on the table below.	
	1	Disease
	2-3	A terrible fire
	4-5	War
	6	Someone's actions. Roll on Table 750: Others to determine who caused the destruction.
6	The character is responsible for a death. Roll on Table 750: others to determine who died and then roll on Table 545: Death Situations to determine how they died.	
7	Parents/guardians die. Roll on Table 546 to determine the results.	
8	Family/guardians are wiped out. Roll 1D6 for each family member/guardian, on a result of 3-6 that person dies. Roll on the table below.	
	1	Disease
	2-3	A terrible fire
	4-5	War
	6	Someone's actions. Roll on Table 750: Others to determine who caused the destruction.
9	A favorite, possibly valuable, possession vanishes. Roll on the table below.	
	1-3	Lost
	4-5	Stolen
	6	Stolen and a fake was left in its place
10	One or both of the characters parents/guardians were outlawed. Roll 1D6, on a result of 1-4 only one parent was outlawed. Roll on Table 875: Crimes to determine the crime they committed.	
11	Character sold into slavery. Roll on Table 539: Enslaved to determine specifics	
12	Character receives a severe injury. Roll on Table 870: Serious Wounds to determine the injury and then roll on the table below.	
	1-4	An accident
	5	A fire
	6	Attacked by an animal
	7-8	Someone's actions. Roll on Table 750: Others to determine who caused the injury
13	One of the characters parents/guardians is killed. Roll on the table below.	
	1-4	An accident
	5-6	Someone's actions. Roll on Table 750: Others to determine who caused the death then roll on Table 545: Death Situations to find the cause of death
14	The character is banned from performing his occupation within his home nation.	
15	If the character has a lover then something terrible happens to him/her. Roll on the table below. If no lover then roll over.	
	1	Lover is unfaithful and leaves the character heartbroken
	2	Lover attempts to kill the character and then disappears
	3	Lover tries to kill the character but dies in the attempt
	4	Lover dies of disease
	5	Lover dies in a fire
	6	Lover dies in an accident
	7	Lover is killed by his or her former lover
	8	Lover disappears and is never seen again
	9	Lover declares that he or she is now homosexual
	10	Lover is imprisoned for a crime whether they had done it or not. Roll on Table 875:

	Crimes to determine the specifics										
16	Disease nearly kills the character and leaves permanent scars. Reduce Comeliness by 1D4 and gain DF: Scarred										
17	War ravages the characters homeland. Roll on the table below. <table border="1"> <tr> <td>1-2</td> <td>One additional tragedy</td> </tr> <tr> <td>3-4</td> <td>Two additional tragedies</td> </tr> <tr> <td>5</td> <td>1D3 additional tragedies</td> </tr> <tr> <td>6</td> <td>If character is over 14 years old he is drafted into the military, Roll on Table 12: Military Experience. Otherwise 1D3 additional tragedies.</td> </tr> </table>	1-2	One additional tragedy	3-4	Two additional tragedies	5	1D3 additional tragedies	6	If character is over 14 years old he is drafted into the military, Roll on Table 12: Military Experience. Otherwise 1D3 additional tragedies.		
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18	A fire guts the characters home and destroys everything he owns. Reduce wealth level by 1 level.										
19	The character gets cursed. Roll on Table 868: Curses for the specifics										
20	The characters best friend dies. Roll on Table 545: Death Situations to determine the specifics										
21	Family estates are destroyed. Roll on the table below. <table border="1"> <tr> <td>1</td> <td>A revolt</td> </tr> <tr> <td>2-3</td> <td>A fire</td> </tr> <tr> <td>4</td> <td>An unexplained accident</td> </tr> <tr> <td>5</td> <td>War</td> </tr> <tr> <td>6</td> <td>Someone's actions. Roll on Table 750: Others to determine who caused the destruction</td> </tr> </table>	1	A revolt	2-3	A fire	4	An unexplained accident	5	War	6	Someone's actions. Roll on Table 750: Others to determine who caused the destruction
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22	Imprisoned for a crime the character did not commit. Roll on Table 875: Crimes to determine the specifics										
23	Reroll but do not add your Social mod to the roll										
24	Family loses all of their wealth. Roll on Table 3: Igard Confederacy Social Status and subtract 30 from the roll to determine the characters new Social Status and Social Mod										
25	Family disinherits the character. Roll on Table 3: Igard Confederacy Social Status and subtract 45 from the roll to determine the characters new Social Status and Social Mod										
26-27	The character is forced into a political marriage. If the character is already married then the spouse "disappears". The new spouse dislikes the character and will cause problems for him for some time to come.										
28-29	A shift in the economy causes severe inflation affecting even the wealthy. If the characters wealth level is above destitute drop it by 1D3 levels.										
30-31	Reroll but do not add your Social mod to the roll										
32	The chief source of the family's income is destroyed. Reduce the characters social status by 1 level										
33	The characters family is stripped of all titles and lands. Reduce the characters social status to Civilian/Poor.										

Being enslaved lasts for 1D6 years. Roll on **Table 539: Enslaved** a total of 1D3 times. Once you figure out the events that occurred during your slavery, return to the table that sent you here.

Roll on Tables 1, 2, 3 and 10 to determine details about the characters owner. Roll 1D6 on a result of 1-3 the owner is female, otherwise it is male.

Unless otherwise specified the characters Social Status changes to Libertine/Comfortable. If the character escaped then their Social Status changes to Escaped Slave/Destitute with a Social Mod of -10.

Table 539: Enslaved											
Roll	Event										
1	The character escaped. Roll on the table below. <table border="1"> <tr> <td>1</td> <td>A reward is offered for 1D10x100 Denari</td> </tr> <tr> <td>2</td> <td>1D6 slaves accompany the character</td> </tr> <tr> <td>3</td> <td>The government offers 1D10x10 Denari for escaped slaves</td> </tr> <tr> <td>4</td> <td>A relative of the owner aided the escape. Roll on Table 753: Relatives to determine who it was.</td> </tr> <tr> <td>5</td> <td>The character was forced to kill the owner during the escape and is now hunted by the authorities.</td> </tr> </table>	1	A reward is offered for 1D10x100 Denari	2	1D6 slaves accompany the character	3	The government offers 1D10x10 Denari for escaped slaves	4	A relative of the owner aided the escape. Roll on Table 753: Relatives to determine who it was.	5	The character was forced to kill the owner during the escape and is now hunted by the authorities.
1	A reward is offered for 1D10x100 Denari										
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4	A relative of the owner aided the escape. Roll on Table 753: Relatives to determine who it was.										
5	The character was forced to kill the owner during the escape and is now hunted by the authorities.										



	6	The character stole an item of value during the escape. The owner desperately wants it back. Roll on Table 863: Gifts & Legacies to determine what the item is.
	7	The owner (or spouse if appropriate) falls in love with the character and aids their escape.
	8	Roll 1D2+1 times on this table and combine the results.
2	The character owner decides to free the character. Roll on the table below.	
	1	Near the end of the characters enslavement, the character and the owner become friends. The owner can no longer bear to keep his friend as a slave and thus frees the character. Roll on the table below.
	1-4	The owner becomes a good friend
	5-7	The owner becomes the characters patron. Roll on Table 543: In the Service Of...
	8	The owner becomes a companion
	2	The owner converts to a religion that abhors slavery and frees all of their slaves. Each slave receives 2D10 Denari.
	3-4	The character is reunited with his or her relatives.
	5	The owner dies and his or her will specifies that all slaves are to be freed and that his or her estates are to be divided among them. There are 2D10 additional slaves that will share this estate with the character.
	6-7	Unable to find work in his or her profession the character joins the military. Go to Table 12 immediately.
	8	Another slave remains with the character as a companion.
	9	The character save's the owners life. Out of gratitude the character is freed and is given a gift. Roll on Table 863: Gifts & Legacies to determine what the item is.
	10	Reroll 1D3 times on this table and ignore and do not Reroll any duplicates.
3	The ruler of the land declares slavery illegal. Each slave is freed and given 1D100 Denari.	
4	Through careful saving the character is able to buy his freedom. He remains employed by the previous owner for 1D4 years.	
5	Owner dies. Roll on the table below.	
	1	Character is sold to a new owner. Reroll owner traits to determine the specifics of the new owner.
	2	Character is freed. Determine reason as if you had rolled a result of 2 on Table 539
	3	The owner dies and his will states that all of his possessions (including slaves) are to be buried with him. The characters escapes as if he had rolled a 1 on Table 539
	4	Ownership of all slaves passes on to a relative of the owner. Roll on Table 753: Relatives to determine who that is.
	5	The character is accused of killing the owner. Roll on Table 545: Death Situations to determine the cause of death. The character escapes but is now hunted by the authorities.
	6	The owners will frees the character and names the character as his or her heir. The character assumes control of the owner's possessions, lands, wealth and other slaves. Roll 1D10, on a result of 5-10 the owners family seeks to have the will voided and the character enslaved again.
6-7	The character improves his occupational skill set by 1 level	
8	The character improves his occupational skill set by 1D3+1 levels	
9	Character is often severely beaten by the owner	
10	Character learns another occupation. Roll on Table 10 to determine the nature of the new occupation	
11	The character is the owner's sexual plaything (regardless of gender). Gain Prostitute Skill Package	
12	Character participates in a slave revolt. Roll 1D6, on a result of 6 the character is leading the revolt. Roll 1D6 again, if the result is a 4-6 the revolt is successful, otherwise it fails. Roll 1D6 a third time, if the result is a 6, the characters owner was killed. If the revolt was successful, the character gains 1D6 companions (roll on Table 761C: Companions – What Kind of Guy?), if the revolt failed then the character is tortured and gains a serious injury (roll on Table 870: Serious Wounds).	
13	Character is promoted to a position of authority. Gain Overseer Skill Package.	
14	The character is the owner's favorite. He becomes the senior slave. Gain Overseer Skill Package. Several slaves become jealous and one becomes a rival. Roll on Table 762: Rivals to determine specifics.	
15	If older than 13 the character is used as breeding stock (otherwise roll over). If male the character	

	sires 1D10 children each year of enslavement. If female the character gives birth to 1 child for each year of enslavement.
16	Character is resold 1D3 times during enslavement. Roll the specifics of each new owner.
17	Character is branded. Roll 1D6, on a result of 6 the brand is very obviously a slave brand; otherwise it can be mistaken as a blemish without a close inspection. Roll on Table 867: Body Locations to determine where the brand is.
18	The character's escape attempt fails and the character is branded as result #17 above. Roll 1D6, on a result of 6 the character is beaten and tortured enough to get a serious injury. Roll on Table 870: Serious Wounds to determine the specifics.
19-20	Add 1D4 additional years to the term of enslavement and roll an additional 1D3 events on Table 539, be sure to add 1 to each of the new rolls.
21	An exotic event occurs resulting in the freeing of the character. Roll on Table 544: Exotic Events to determine the specifics.

Table 541: Religious Experience		
Roll	How it Begins	Next Table
1	Hostile encounter. Followers of the god are persecuting unbelievers	541A
2	Evangelism. Priests of the god press their beliefs on the character in hopes of gaining a new follower	541A
3	Curiosity. The character hears stories of the religion and goes to personally investigate	541A
4	An inner need. The character feels he must seek out the god's religion	541A
5	Voices. The character hears voices inside his head, speaking of the god and its religion	541A
6	Parent's religion. The character has grown up with the religion, but is now personally confronted with it.	541A
7	Friend's religion. A friend invites the character to come to his gods temple	541A
8	Refuge. It was raining (or snowing). The gods temple was the only warm and dry place with an open door	541A
9	A chance encounter. In a lonely place, the character meets an intriguing follower of the god	541A
10	Healing. The priests of the god heal the character of an injury or illness	541A

Roll 1D20 a number of times equal to 1D3 on Table 541A. When finished return to the table that sent you here.

Table 541A		
Roll	Religious Event	
1	Claiming divine inspiration, the character forms a new religion devoted to a previously unknown god. The GM will determine the specifics of the new god.	
2	Character makes a pilgrimage to an important but distant shrine of the god.	
3	Character has a vision of the god's primary enemy.	
4	In a vision, the god asks the character to perform a sacred, but dangerous mission.	
5-9	Character joins the gods religion	
10	Character believes self to be a reincarnated hero or villain of the religion.	
11	Others believe the character to be a reincarnated hero or villain of the religion.	
12	Followers of the god accuse the character of a crime against their god. If the character is a follower of the god he is excommunicated.	
13	Character makes prophetic statements. Roll 1D10 on a result of 6-10 he becomes very unpopular for these statements. Gain Clairvoyant Package.	
14	Character joins in a holy war sponsored by the god's religion. Go to Table 12: Military Experience to determine what happened during the campaign. Reroll if this happened during childhood.	
15	Character inadvertently desecrates a holy shrine. Roll on the table below.	
	1-2	God's followers persecute the character
	3	Followers seek reparations
	4	Followers shun character
	5	Most other religions shun the character

	6	Religious assassins seek characters death
16	The character uncovers the activities of an evil cult. Roll on the table below.	
	1	The cult seeks to have the character join them
	2	The cult seeks to kill the character
	3-4	Because of the character the forces of good were able to eradicate this local branch of the cult and the character becomes a hero
	5	As above but now the cult is hunting the character
	6	Others shun the character now possibly out of fear of the evil cult
17	Enemies of the religion persecute the character	
18	The temple priests teach the character a skill appropriate to the religion	
19	The character studies with the priesthood for 1D4 years. Gain Layman Religion Skill Package	
20	By reading a book in the temple, the character learns more than he ever wished to know about evil powers and principalities. Roll 1D100, if the result is 80 or higher the knowledge causes the character to gain an exotic personality trait (roll on Table 649: Exotic personality). Gain KS: Dark Religious Activities and Cults at a +5.	

When rolling on **Table 649: Exotic Personality** roll 1D20 and compare the result to the table below. Once finished; return to the table that sent you here.

Table 649: Exotic Personality		
Roll	Result	Next Table
1-4	Mental Affliction	649B
5-7	Phobia	649C
8-10	Allergy	649D
11-17	Behavior Tag	649E
18-19	Sexual Difference	649F
20	Several Features. Roll 1D3+1 times on this table ignoring this result in the future.	649

On **Table 649B** roll 2D10.

Table 649B			
Roll	Mental Affliction		
2	Multiple Personalities: The person literally becomes someone else. 1D3 personas may manifest themselves. Roll on Table 318A: Personality Trait Types to determine the defining personality trait of each persona.		
3	Compulsive Lying		
4	Paranoia		
5	Hallucinations		
6	Catatonia		
7	Megalomania		
8	Severely Phobic		
9	Manic-Depressive		
10	Hypochondria		
11-12	Depression		
13	Hysterical Injury. Roll on Table 870: Serious Wounds to determine the type of injury that he or she believes they have.		
14-15	Obsessive Behavior. Roll on the table below.		
	1	Devotion to a Trait. Roll on Table 647: Light Trait	
	2	Devotion to a Trait. Roll on Table 648: Dark Trait	
	3	Obsessive Hatred. Roll on the table below.	
		1	All different species
		2	A particular species
3	Monsters		

	4	An individual. Roll on Table 750: Others to determine who.
4	Obsessive need to destroy	
5	Obsessive cleaner	
6	Obsessively Superstitious	
7	Obsessive need to collect certain objects. Roll on the table below.	
	1	Roll on Table 863: Gifts & Legacies
	2	Gold
	3	Animals
	4	Beautiful things/people
8	Obsessive need to help others.	
16	Kleptomania	
17	Pyromania	
18	Hysterical Sense Loss. He or she believes that they are blind or deaf.	
19	Berserker Rage	
20	Multiple Afflictions. Roll 1D3+1 times on this table ignoring this result in the future.	

On Table 649C roll 2D20.

Table 649C	
Roll	Phobia
2	Being Alone: Monophobia
3	Animals: Zoophobia
4	Being Buried Alive: Taphophobia
5	Blood: Hematophobia
6	Cats: Ailurophobia
7	Cold: Psychrophobia
8	Colors: Chromophobia
9	Corpses: Necrophobia
10	Darkness: Achilophobia
11	Empty Rooms: Kenophobia
12	Enclosed Spaces: Claustrophobia
13	Females: Gynophobia
14	Fire: Pyrophobia
15	Flying: Aerophobia
16	God: Theophobia
17	Ghosts: Phasmophobia
18	Graves: Barophobia
19	Hair: Trichophobia
20	Heights: Acrophobia
21	Insects: Entomophobia
22	Magic: Magiophobia
23	Males: Androphobia
24	Missiles: Ballistophobia
25	Monstrosities: Teratophobia
26	Night: Nyctophobia
27	Open Spaces: Agoraphobia
28	Physical Love: Erotophobia
29	Poison: Toxiphobia
30	Rain: Ombrophobia
31	Sinning: Peccatophobia
32	Slime: Blennophobia
33	Snakes: Ophidophobia
34	Spiders: Arachnophobia

35	Storms: Astraphobia
36	Trees: Dendrophobia
37	Water: Hydrophobia
38	Wind: Anemophobia
39	Wounds or Injuries: Traumatophobia
40	Multiple Phobias. Roll 1D3+1 times on this table ignoring this result in the future.

On **Table 649F** roll 2D8.

<b>Table 649F</b>																					
<b>Roll</b>	<b>Sexual Difference</b>																				
2	Transsexualism																				
3	Complete Disinterest																				
4	Extreme Shyness																				
5	Homosexuality																				
6	Bisexuality																				
7	Transvestitism																				
8	Nymphomania/Satyrism																				
9	Sadism																				
10	Masochism																				
11	Prude																				
12	Voyeurism																				
13	Fetishism. Roll on the table below. <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>1</td> <td>Women's Clothing</td> </tr> <tr> <td>2</td> <td>Men's Clothing</td> </tr> <tr> <td>3</td> <td>Shoes</td> </tr> <tr> <td>4</td> <td>Hair</td> </tr> <tr> <td>5</td> <td>Specific Body Location</td> </tr> <tr> <td>6</td> <td>An Animal</td> </tr> <tr> <td>7</td> <td>Roll on Table 649C</td> </tr> <tr> <td>8</td> <td>Roll on Table 863: Gifts &amp; Legacies</td> </tr> <tr> <td>9</td> <td>Roll on Table 750: Others</td> </tr> <tr> <td>10</td> <td>Roll on Table 753: Relatives</td> </tr> </table>	1	Women's Clothing	2	Men's Clothing	3	Shoes	4	Hair	5	Specific Body Location	6	An Animal	7	Roll on Table 649C	8	Roll on Table 863: Gifts & Legacies	9	Roll on Table 750: Others	10	Roll on Table 753: Relatives
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8	Roll on Table 863: Gifts & Legacies																				
9	Roll on Table 750: Others																				
10	Roll on Table 753: Relatives																				
14	Necrophilia																				
15-16	Multiple Differences. Roll 1D3+1 times on this table ignoring this result in the future.																				

<b>Table 750: Others</b>	
<b>Roll</b>	<b>Who?</b>
1	Government Official. Roll on Table 10W to determine their rank.
2	A Friend
3	An outcast. Beggar, Prostitute, Leper, etc.
4	A Runeschrijver
5	A Mentor of the character
6	A Thief
7	A Patrician
8	Monster. Roll on Table 756: Monsters to determine type.
9	A Neighbor
10	The Characters Lover
11	Someone known primarily by occupation. Roll on Table 10C to determine what.
12	Wild Animal
13	A foreign soldier
14	A Legionnaire
15	A Criminal. Roll on Table 10H to determine type

16	An Adventurer. Roll on Table 10D to determine type.
17	A Relative. Roll on Table 753: Relatives to determine type
18	A Rival. Roll on Table 762: Rivals to determine type
19	A Foreigner. Roll on Table 8A to determine country of origin
20	Roll 1D3 times on this table ignoring this result again.

Table 762: Rivals		
Roll	Who?	Next Table
1	A former lover	762A
2	A family member. Roll on table 753: Relatives to determine who	762A
3	A different species	762A
4	A stranger. Roll on Table 750: Others	762A
5	A former friend	762A
6	An enemy of the family	762A
7	A sibling	762A
8	A professional rival of the same profession	762A
9	A friend	762A
10	Re-roll. If this result is generated again then the result is a god. Roll on table 10M using the Doresti column to determine which god.	762A

Table 762A		
Roll	Why?	Next Table
1	Love the same person	762B
2	Sporting event rivals	762B
3	Parents were rivals	762B
4	Who looks best	762B
5	A perceived insult	762B
6	Seek the same goal	762B
7	Jealous of possessions	762B
8	Trying to outdo each other	762B
9	Distant ancestors were rivals	762B
10	Re-roll	

Table 762B	
Roll	What Feelings?
1-3	Friendly
4-5	Jealous
6-7	Intense
8	Fierce
9	Deadly
10	Obsessive

Table 863: Gifts & Legacies															
Roll	Item														
1	A weapon. Roll on the table below. <table border="1" style="margin-left: 20px;"> <tr> <td>1</td> <td>An ornate dagger</td> </tr> <tr> <td>2</td> <td>An ornate sword</td> </tr> <tr> <td>3</td> <td>A plain sword</td> </tr> <tr> <td>4</td> <td>A mace</td> </tr> <tr> <td>5</td> <td>An ornate spear</td> </tr> <tr> <td>6</td> <td>A well-made bow</td> </tr> <tr> <td>7</td> <td>An ornate battle-axe</td> </tr> </table>	1	An ornate dagger	2	An ornate sword	3	A plain sword	4	A mace	5	An ornate spear	6	A well-made bow	7	An ornate battle-axe
1	An ornate dagger														
2	An ornate sword														
3	A plain sword														
4	A mace														
5	An ornate spear														
6	A well-made bow														
7	An ornate battle-axe														



	8	An exotic weapon
	9	A blackpowder pistol
	10	A blackpowder rifle
2	The guardianship of a young ward. Roll on Table 761: companions to determine the details	
3	An unusual pet. Roll on Table 760: Unusual Pet to determine the details	
4	A piece of jewelry. Roll on the table below.	
	1	Amulet
	2	Necklace
	3	Earrings
	4	Tiara
	5	Torc
	6	Arm Band
	7	Ring
	8	Pin or Brooch
	9-10	Roll again on this table but the item is extremely valuable
5-6	A Tapestry	
7	A key	
8	A locked or sealed book	
9	A shield	
10	A sealed bottle	
11	A tarnished old helmet	
12	A bound wooden staff	
13	A riding animal	
14	A deed to a property. Roll on table below.	
	1	A tract of land
	2	An ancient castle
	3	A country manor
	4	An elegant townhouse
	5	A temple
	6	A factory
	7	Ancient Ruins
	8	An inn
	9-10	An apartment building
15	A musical Instrument	
16	A piece of clothing. Roll on the table below.	
	1	A hat
	2	A pair of shoes
	3	A belt
	4	A cape
	5	A tunic
	6	Trousers
	7	A pair of stockings or hose
	8	Roll 1D4 times on this table. All pieces match and are part of a complete outfit.
17	A pouch of papers. Roll on the table below.	
	1	An ancient ancestor's letter to his descendants
	2	A map
	3	An undelivered letter
	4	Diagrams and plans for a mysterious invention
	5	A scroll of magical spells
	6	A wild story of adventure
	7	A last will & testament: the character is the heir
	8	A treasure map
	9	The characters true and colorful family history

	10	Roll 1D3 times on this table, ignoring this result
18	A sealed trunk. There is a 60% chance that it contains 1D3+1 items from this list.	
19	A chainmail hauberk	
20	Roll again. The resulting item has both magic properties and some great significance to the character's destiny and the over-all scheme of things.	

Before you roll on **Table 875: Crimes** first roll on **Table 750: Others** to determine who the crime was committed against. Then roll on **Tables 1, 2, and 3** to get the species, culture and social status of the victim. If the character is the one that committed the crime and the punishment calls for imprisonment, then roll on **Table 540: Imprisoned** to determine what happens during that time.

Table 875: Crimes		
Roll	Crime	Punishment
1	Burglary	1D4 year's imprisonment or public flogging resulting in DF: heavily scarred back (easily concealed, strong reaction). If the victim was a Patrician then add 5 years imprisonment to the sentence. If the victim is an Equestrian then 1D6 years imprisonment to the sentence.
2	Racketeering	2D10 years imprisonment.
3	Heresy	Heretics are imprisoned until they denounce their heresy or they are burned at the stake. For PC's this results in 2D10 years imprisonment before they either repent or escape.
4	Murder	NPC's are put to death. PC's serve 1D20 years of imprisonment before they are able to escape.
5-6	Offending an influential person	1D10 year's imprisonment. If the victim was a Patrician then add 5 years imprisonment to the sentence. If the victim is an Equestrian then 1D6 years imprisonment to the sentence.
7	Trespassing	1D3 year's imprisonment. If the victim was a Patrician then add 5 years imprisonment to the sentence. If the victim is an Equestrian then 1D6 years imprisonment to the sentence.
8	Special Circumstances	1-6 Character is innocent but was framed for the crime. Reroll to determine the exact crime and punishment.
		7-8 Character is branded in addition to any other sentence. Reroll to determine the exact crime and punishment.
		9 Character is tortured to confess the crime and/or reveal any accomplices. Roll 1D6, on a result of 6 the character is severely injured from the torture and must roll on Table 870: Serious Injuries. Reroll to determine the exact crime and punishment.
		10 An innocent person takes the fall for the crime. Roll on Table 750: Others to determine who the patsy is. Reroll to determine the exact crime and punishment.
9	Treason against the state	4D8 years imprisonment and the character is branded
10	Failure to pay debts/taxes	1D8 years imprisonment
11	Member of a losing faction in a political struggle	1D8 years imprisonment
12	Violation of curfew	Character is placed in stocks and put on display in the public square.
13	Armed Robbery	1 Banditry. 2D4 year's imprisonment. If the victim was a Patrician then add 5 years imprisonment to the sentence. If the victim is an Equestrian then 1D6 years imprisonment to the sentence.
		2 Mugging. 1D6 year's imprisonment. If the victim was a Patrician then add 5 years imprisonment to the sentence. If the victim is an Equestrian then

			1D6 years imprisonment to the sentence.
		3	Holding up a Moneylender. 2D4 year's imprisonment.
		4	Freeing slaves at weapon point. 1D8 year's imprisonment and placed in stocks and put on display in the public square.
14	Piracy	2D8 year's imprisonment and branded.	
15	Harboring Criminals	Public flogging resulting in DF: heavily scarred back (easily concealed, strong reaction).	
16	Larceny	1D3 year's imprisonment or public flogging resulting in DF: heavily scarred back (easily concealed, strong reaction) or right hand is cut-off.	
17	Animal related crimes	1	Poaching. Public flogging resulting in DF: heavily scarred back (easily concealed, strong reaction).
		2	Horse theft. Public flogging resulting in DF: heavily scarred back (easily concealed, strong reaction) and 1D6 year's imprisonment.
		3	Livestock rustling. 1D4 year's imprisonment.
		4	Killing Livestock. Public flogging resulting in DF: heavily scarred back (easily concealed, strong reaction).
18	Assault and battery	1D4 year's imprisonment. If the victim was a Patrician then add 5 years imprisonment to the sentence. If the victim is an Equestrian then 1D6 years imprisonment to the sentence.	
19	Smuggling	1D10+5 year's imprisonment	
20	Two Crimes	Roll twice on this table ignoring this result	

## Package Deals

Package deals allow the combination of various skills, talents and capabilities to better reflect a given educational basis. There are several categories that all Package Deals will break down into.

**Genetic:** Not really skills but templates that apply to each specific race which include only abilities and characteristic maxima that come from, well, genetics.

**Cultural:** Skills that every single individual of any given culture would learn just for being raised in that culture (native language, AK and CK, a couple of KS's regarding cultural and religious beliefs, etc.).

**Childhood/Adolescence:** Small familiarities that are picked up during childhood based on various events they are exposed to. These include skills from working in the family business, etc.

**Professional:** These are the baseline skills/abilities that the character acquires from being trained in the characters "Class/Profession/Trade/etc." These are optional but recommended to help give the player some direction.

**Extension Packages:** These I nicked from Killershrike and I use them to add a bit more color to the Profession Packages. These, for example, will take a Light Warrior Profession Package and (with the addition of the Wilderness Extension) turn it into a Scout/Forester. These are also optional as well.

### **Cultural Package Deals**

The following package deals all reflect the skills and abilities that a character will have acquired growing up within a particular culture.

#### **Igardian**

9/19/2006

0	Acting 8-
0	AK: Home Region 8-
0	Climbing 8-
0	Concealment 8-
0	Conversation 8-
0	CK: Home City 8-
0	CuK: Igardian Laws and Customs 8-
0	CuK: [Regional] Heraldry 8-
0	CuK: Igardian Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
0	KS: Temple of the Holy Trinity Religious Doctrine 8-
0	Language: Igardian (idiomatic) (4 Active Points)
0	Persuasion 8-
0	Shadowing 8-
0	Stealth 8-

**Amo**

1	Life Support (Sleeping: Character only has to sleep 8 hours per week)
2	Environmental Movement (no penalties on Rugged Slopes)
0	Acting 8-
0	AK: Home Region 8-
0	Climbing 8-
1	Climbing 11- (3 Active Points); Only in Mountains (-1)
0	Concealment 8-
1	Concealment 11- (3 Active Points); Only in Mountains (-1)
0	Conversation 8-
0	CK: Home City 8-
0	CuK: Amo Laws and Customs 8-
0	CuK: Local Heraldry 8-
0	CuK: Amo Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
0	KS: [Cult of the Devourer or Holy Trinity] Religious Doctrine 8-
0	Language: Amo (idiomatic) (4 Active Points)
0	Persuasion 8-
0	Shadowing 8-
0	Stealth 8-
1	Stealth 11- (3 Active Points); Only in Mountains (-1)
2	Survival (Mountain) 11-
4	+1 with All Combat (8 Active Points); Only in Mountains (-1)
15	Psychological Limitation: Fear Of Permanent Structures (Common, Strong)
5	Social Limitation: Amo Barbarian (Frequently, Minor, Not Limiting In Some Cultures)
5	Reputation: Unstable Barbarian, 8-

**Doresti**

2	Environmental Movement (no penalties on Rigging of a Ship)
1	Acrobatics 11- (3 Active Points); Only in Riggings (-1)
0	Acting 8-
0	AK: Home Region 8-

0	Climbing 8-
1	Climbing 11- (3 Active Points); Only in Riggings (-1)
0	Concealment 8-
0	Conversation 8-
0	CK: Home City 8-
0	CuK: Doresti Laws and Customs 8-
0	CuK: Local Heraldry 8-
0	CuK: Doresti Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
0	KS: Doresti Religious Doctrine 8-
0	Language: Doric (idiomatic) (4 Active Points)
0	Persuasion 8-
0	Shadowing 8-
0	Stealth 8-
2	Survival (Marine) 11-
1	TF: Small Wind-Powered Boats

**Lucani**

2	Forest Walker: Environmental Movement (no penalties in underbrush)
2	Limb Walker: Environmental Movement (no penalties on Narrow Surfaces and Poor Footing)
0	Acting 8-
0	AK: Home Region 8-
0	Climbing 8-
1	Climbing 11- (3 Active Points); Only in Trees (-1)
0	Concealment 8-
1	Concealment 11- (3 Active Points); Only in Forested Regions (-1)
0	Conversation 8-
0	CK: Home City 8-
0	CuK: Lucani Laws and Customs 8-
0	CuK: Local Heraldry 8-
0	CuK: Lucani Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
0	KS: Lucani Religious Doctrine 8-
0	Language: Lucanic (idiomatic) (4 Active Points)
0	Persuasion 8-
0	Shadowing 8-
0	Stealth 8-
1	Stealth 11- (3 Active Points); Only in Forested Regions (-1)
2	Survival (Temperate/Subtropical Forests) 11-
1	Tracking 11- (3 Active Points); Only in Forested Regions (-1)
4	+1 with All Combat (8 Active Points); Only in Forested Regions (-1)

**Trisin**

0	Acting 8-
0	AK: Home Region 8-
0	Climbing 8-
0	Concealment 8-
0	Conversation 8-

0	CK: Home City 8-
0	CuK: Trisin Laws and Customs 8-
0	CuK: Local Heraldry 8-
0	CuK: Trisin Legends and Lore 8-
0	Deduction 8-
0	Healing 8-
0	KS: Temple of the Holy Trinity Religious Doctrine 8-
0	Language: Sjirt (idiomatic) (4 Active Points)
0	Persuasion 8-
0	Shadowing 8-
0	Stealth 8-

### Awakened Package Deal

Cost	Power
17	Magesight A Class Of Things 11- (Mystic Group), Discriminatory, Range, Sense
5	A-ar Bloodline
-5	Distinctive Features: A-ar Bloodline (Not Concealable; Noticed and Recognizable; Detectable Only By Unusual Senses)

### Spirit Binder Package Deal

Cost	Ability
12	Spirit: Multipower, 30-point reserve, (30 Active Points); all slots Extra Time (Full Phase, -1/2), Requires A Spirit Mastery (Spirit of Choice) Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4)
10	Resolute: +5 EGO
3	Power Skill: Spirit Mastery (Specific Spirit) (EGO)
3	KS: Spirits and the Spirit World

### Runeschrivjer Package Deal

Cost	Power
2	Burly: +2 STR
2	Robust: +1 CON
4	Determined: +2 EGO
2	Knowledgeable: +2 INT
2	Elemental Control (Chose specific rune type), 30-point powers, (15 Active Points); all slots Extra Time (1 Hour, Character May Take No Other Actions, -3 1/4), OAF (Object Rune is inscribed upon; -1), Concentration (0 DCV; -1/2), Incantations (Complex; -1/2)
15	15 Points worth of specific runes
3	KS: Runeschrivjer 11-
4	Choose two of the following Professional Skills <b>Notes:</b> PS: Calligraphy, PS: Carving, PS: Embroidery, PS: Engraving, PS: Sculpting, PS: Tattooing
2	Money: Well Off (5 Active Points); Only For Purposes Of Determining Starting Equipment (-2)
1	Status: Runeschrivjer
0	Distinctive Features: Runeschrivjer (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)